NAMCO BOOKS 05

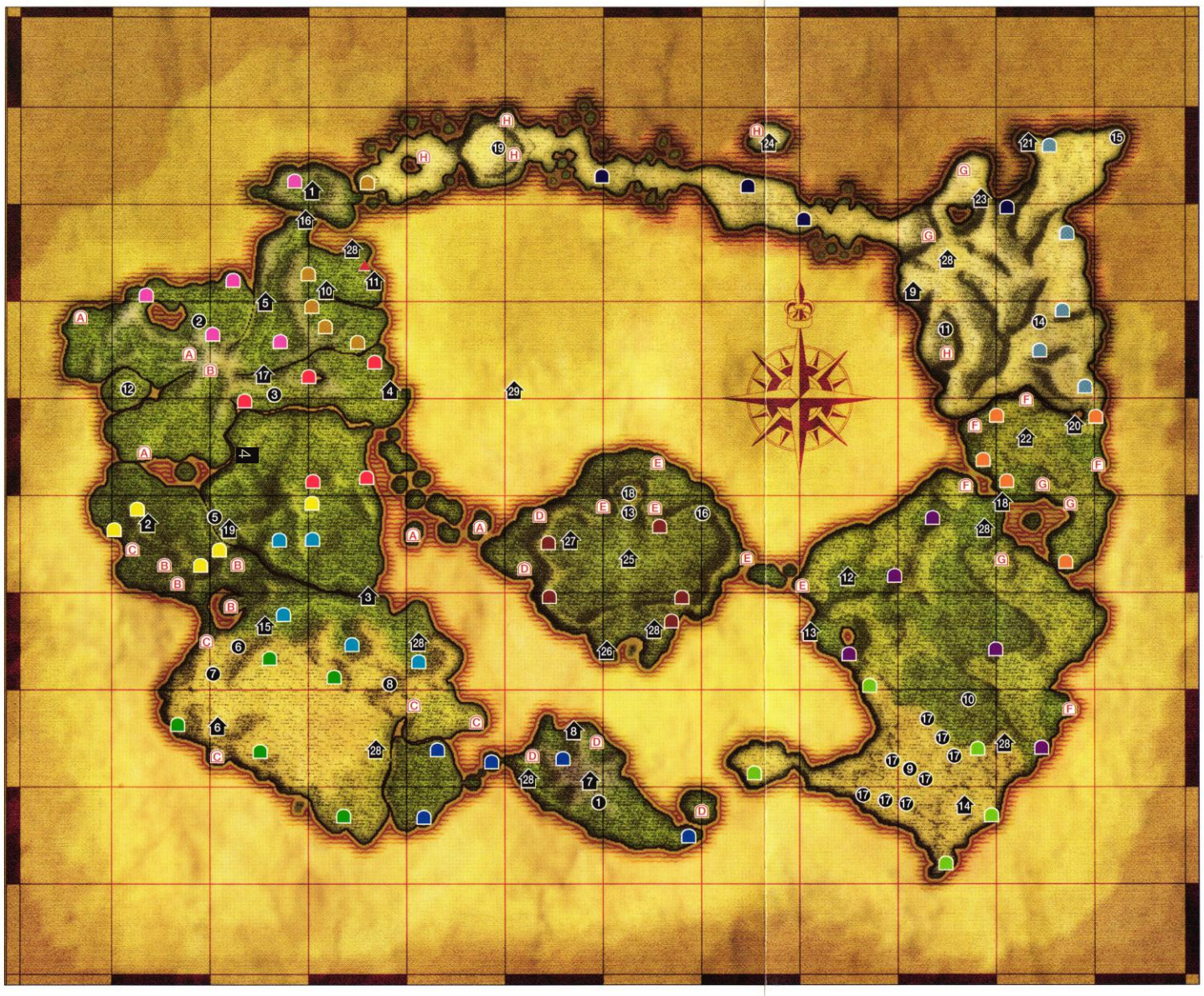
Tales of Rebirth

Official Complete Guide

Tales of Rebirth Official Complete Guide

namco®

Compatible with PlayStation 2



Kingdom of Karegia · World Map

World map

This map is a world map where you can check the locations of towns and dungeons in the Kingdom of Kuregia and the placements of treasure chests. Use it together with the access maps on the scenario walkthrough pages to help with game progress. If you want to check it frequently, please cut it along the perforation line and use it separately.

Town List

Town List

- Souls
- 2 Betonajangka
- Sunny Town
- 4 Minar
- Cottage Along Keket Street
- Annikamaru
- Babylograd
- Babylograd Port
- Norzen
- 1 Belsas
- Via Belsas Port
- Razilda
- Razilda Port
- 14 Pipista
- 15 Hut Along Telara Road
- 16 Rarrlen Great Bridge
- 17 Etore Bridge
- 18 Boccan Great Bridge
- 19 Cottage on the Toyohous River
- 20 Cottage Near Kyoguen
- 21 Cottage Near Nereg Tower
- Kyoguen
- 23 Mokurado Village
- 24 Usanin Village
- 25 Barca
- 26 Barca Port
- 27 Barca Internment Camp
- Food Ingredient Procurement Facility
- ← Whirlpool

Dungeon List

Dungeon List

- ① Climbing Cave
- ② Northern Alvan Mountain Range
- 3 Southern Alvan Mountain Range
- ④ Lost Forest North Side
- ⑤ Forest of Bewilderment
- ⑥ Karez
- 7 Karez South Side
- ⑧ Oasis
- 9 Tower of Flame
- ⑩ Zelen Marsh Spring
- ① Tower of Beo Plain
- 12 Ring Stone Ruins
- 13 Beast King Mountain
- ⑩ Rempao Aerial Garden
- 15 Nereg Tower
- ⑯ Mesectina Cave
- Sanctuary Brazier
- 18 Yuris's Domain
- 19 Mysterious Manor (Saiglog's Manor)

Treasure Chest List

Treasure Box List

- Sūruzu Area
  - Chicken Ticket
  - Milk Ticket
- Around Minarl
  - Rice Ticket
  - Potato Ticket
- Around Bedonajanka
  - Kiwi Ticket
- Around Sunny Town
  - Strawberry Ticket
  - Banana Ticket
- Around Anikamar
  - Pork Ticket
  - Carrot Ticket
- Around Babilogra
  - Bread Ticket
  - Lettuce Ticket
- Around Valka
  - Butter Ticket
- Around Rajirda
  - Squid Ticket
  - Egg Ticket
- Around Pipista
  - Lemon Ticket
  - Beef Ticket
- Around Kyoguen
  - Onion Ticket
- Around Norzen
  - Tomato Ticket
  - Cheese Ticket
- Around Belsas
  - Apple Ticket
- Around Usanin Village
  - Thai Ticket
  - Shrimp Ticket
- A Shaorun A
  - Miso Ticket
  - Daikon Ticket
  - Bread Ticket
- B Shaorun B
  - Daikon Ticket
  - Bread Ticket
  - Milk Ticket
- © Shaorun C
  - Egg Ticket
  - Milk Ticket
  - Butter Ticket
- D Shaorun D
  - Rice Ticket
  - Chicken Ticket
  - Lettuce Ticket
- E Shaorun E
  - Chicken Ticket
  - Lettuce Ticket
- F Shaorun F
  - Cucumber Ticket
  - Pasta Ticket
  - Carrot Ticket
- G Shaorun G
  - Octopus Ticket
  - Potato Ticket
  - Tofu Ticket
- H Shaorun H
  - Tofu Ticket
  - Tuna Ticket
  - Salmon Ticket
- ▲Life Bottle

※Disappears after being picked up once.

About Treasure Chests

About Treasure Box

Treasure chests on the field are grouped by region, and each group has five placement points. Only two of those points actually contain chests, which are randomly placed among the five points. The contents are determined randomly from 1–3 candidate items for each region, as shown in the table on the right. When a chest is taken, new chests will appear at the remaining placement points, so it can be obtained repeatedly. Note that entries like "Shaoroon A" indicate chests located in areas accessible only from Shaoroon. Groups are organized regardless of region, so please distinguish them by the alphabetic part.

Discovery List

Discovery List

NO.	Discoveries	Discovery Level	Detection Range
1	Purple Monument	35	★☆☆
2	White Monument	45	★☆☆
3	Red Monument	45	★☆☆
4	Green Monument	45	★☆☆
5	Blue Monument	35	★☆☆
6	Black Monument	45	★☆☆
7	Yellow Monument	50	★☆☆
8	Mafumafu (Mafumafu)	5	★★☆
9	Sunakake Warabi (Sunakake Bracken)	25	★☆☆
10	Seven-leaf Clover	15	★★☆
11	Tree-Climbing Pig	25	★☆☆
12	Red Panda	45	★★☆
13	Goldfish	30	★☆☆
14	Tia's Flower	20	★★☆
15	Etorē Monument	10	★☆☆
16	Moso Bambóo	25	★★☆
17	Usotsutsuki (Liar)	15	★☆☆
18	Bottomless Swamp	25	★★☆
19	Tatsumaki	15	★★★
20	Aurora	30	★★★
21	Giant Statue	30	★★★
22	Giant Rhinoceros Beetle	25	★☆☆
23	Emerald Swallowtail	25	★☆☆
24	Pure-white Crocodile	25	★★☆
25	Crater	25	★★★
26	Babirō Giant Ant Mound	35	★☆☆
27	Money Snake Skin	15	★★☆
28	Snowfall	40	★★★
29	Rikishi Fruit Tree	15	★☆☆
30	Worker	48	★☆☆
31	Mirage	25	★★★
32	Sulfur Spring	25	★★★
33	Waji	45	★☆☆
34	Platinum Giant Turtle Egg	35	★☆☆
35	Spiky Koala	40	★☆☆
36	Drift Ice	30	★★★
37	Umainago	25	★☆☆
38	Usubakakagerou	15	★☆☆
39	Great Cut	20	★☆☆
40	Geyser	30	★★☆
41	Salt Lake	20	★★★
42	Rainbow Flower	40	★☆☆
43	Tritriso (Toritori-sou)	30	★☆☆
44	Yellow Sand	30	★★☆
45	Sun Monument	20	★★☆
46	Yadoraregī (Yadoraregí)	15	★★☆
47	Crystal Skull	50	★☆☆
48	Golden Model of the Flying Machine	52	★☆☆
49	Silver Holy Grail	52	★☆☆
50	Yamimachisou	30	★☆☆
51	Forget-Me-Not	10	★☆☆
52	Aifreed's Grave	30	★☆☆
53	Large Face Stone	30	★★☆
54	Hot Dog	35	★☆☆
55	Koganeneko	35	★☆☆
56	Mousechu Mouse	37	★☆☆
57	Queen Shell (Appears After Yaus's Domain Emerges)	10	★☆☆
58	360-degree View	15	★★★
59	Punch Monkey	35	★☆☆
60	Shadow Monument	25	★☆☆
61	Frosted Tree / Ice Tree	38	★☆☆
62	Diamond Dust	40	★★★
63	Candle Tree	35	★★☆
64	Ice-Splitting Grass	25	★☆☆

*To find a Discovery, go to the specified location on the field when Veigue's level is at or above the "Discovery Level." The "Judgment Range" indicates the magnitude of the check when finding a Discovery — the fewer ★ there are, the closer you must be to the target to discover it.

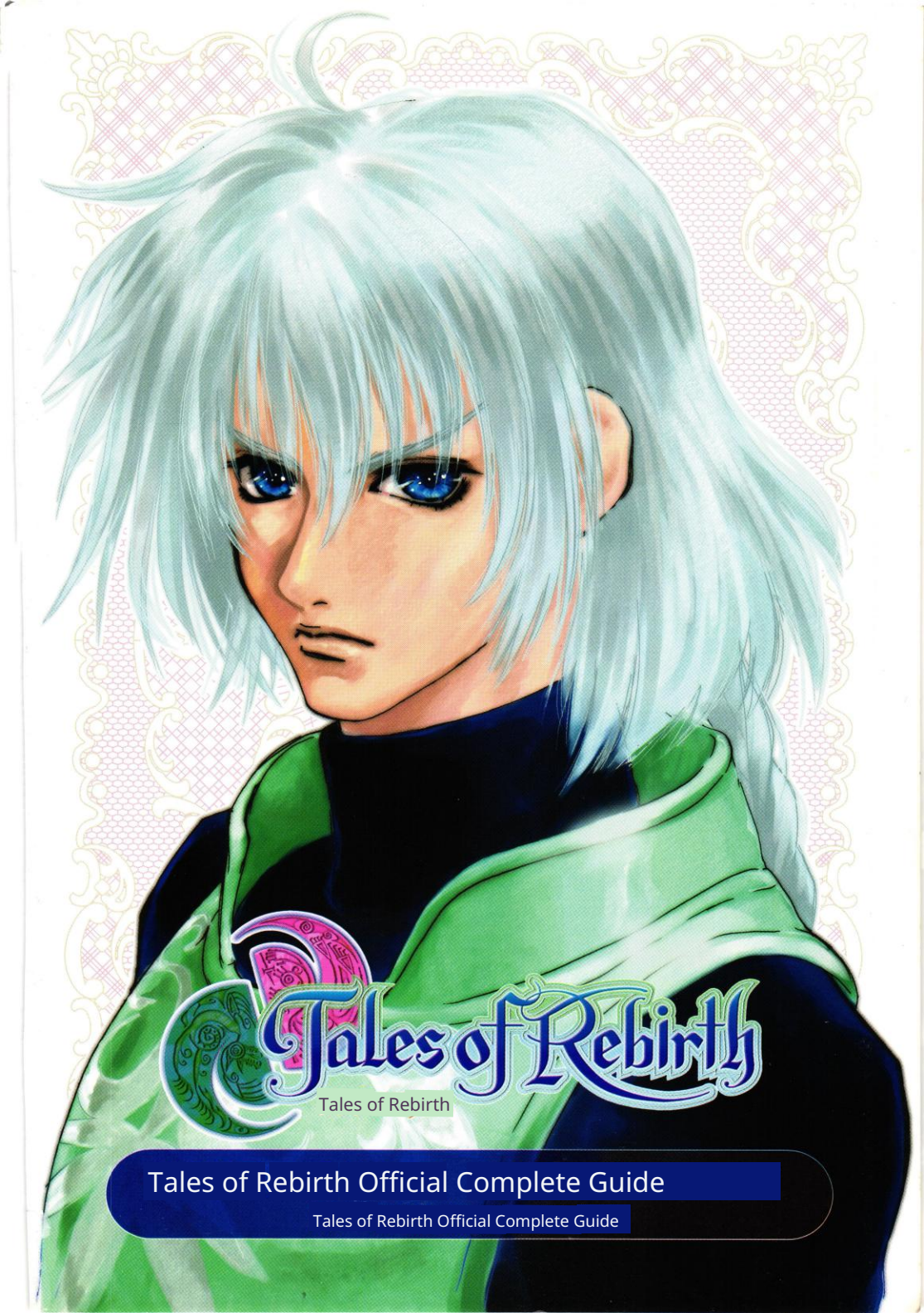
Salvage List ※The order of occurrence indicates the order in which salvage can be performed.

Occurrence Order	Item Name
I	Apple Gummy, Peach Gummy, Grape Gummy, Ucchari Gummy, Lime Gummy
II	Liidial
III	New Refining Stone, Strike Refining Stone, Art Refining Stone, Recovery Refining Stone, Awakening Refining Stone
IV	Burst Bottle, Panacea Bottle, Liqueur Bottle, Life Bottle, Elixir
V	Prebandi
VI	Sunny Hat
VII	Flare Powder, Aqua Powder, Gale Powder, Earth Powder, Light Powder, Dark Powder
VIII	Soredia
IX	Gunho Belt
X	Sage, Lavender, Verbena, Rosemary, Saffron, Chamomile, Savory
XI	Silver Gauntlet
XII	Aifreed's Hand Mirror

Discovery & Salvage Map

Discovery & Salvage Map

This map compiles the locations of two types of investigations: Discoveries, which search for rare items from around the world, and Salvages, which recover treasures from the sea. Both are tied to sub-events, so refer to P.359 and P.365 respectively and aim for completion.



Tales of Rebirth Official Complete Guide

Tales of Rebirth Official Complete Guide

Tales of Rebirth Official Complete Guide

CONTENTS

Tales of Rebirth Official Complete Guide

Table of Contents

Re-birth 004
Veigue 006
Mao 008
Eugene 010
Annie 012
Titrei 014
Hilda 016
Clare & Zapy 018
Agate 019
Radras 020
Jilver 020
Milhaust 021
Four-star (Sare, Toma, Wartu Mirittsa) 022

Chapter 1 Knowledge

Knowledge 023
Movement 024
Menu 026
Battle 028
Arts/Techniques 032
Secret Skill 034
Foles Cube 036
Strategy 038
Cooking 040
Enhance 042
Gem Synthesis 044

Chapter 2 Analysis

Analysis 045
Detailed Combat Analysis 046
Combo Technique Study 054
Character Analysis 058
Veigue 058
Mao 068
Eugene 076
Annie 086
Titrei 094
Hilda 104
Secret Mysteries Compendium 112
Enhance Lecture 116
Tactics Analysis 122
Point Acquisition Guide 124
Cooking Utilization Techniques 126

Chapter 3 Scenario

Scenario 129
How to Read the Walkthrough Pages 130
Part 1: Pursuit 132
01 - Sools - 134
02-Laruren Great Bridge ~ Etore Bridge - 138
03-Alvan Mountain Range - 140
04-Minal Plain 144
05-Minaal 146
06-The Bewildering Forest- 150
07-Petnajanka 154
08 - Ironworks 158
09 - Cabin on the Toyohous River 164
10 Sunny Town 166
11 - Cottage Along the Terara Road 170
12 Sunny Town 172
13 - Calez - 174
14 Anikamaru 180
15 - Oasis 184
16 - Mountaineering Cave 188
17 - Babylograd 194
18 - Babylograd Port 198
19 Valca Port 200
20 Valca 202
21 Mesecina Cave 206
22 - Varka Underground Passage 210
23 - Kalegia Castle (1) 212

24-Volca Detention Center 214
25-Karegia Castle (2) 216

Part II: The Disturbance 222
26-Soolz ~ Petnajanka 224
27 - Mesetchina Cave ~ Rajilda Port - 226
28-Razildar 228
29-Mesetina Cave- 232
30-Razilda- 234
31 - Ephon Sanctuary 236
32 Pipista 242
33 - Sacred Fire Pedestal 246
34 - Fenia's Temple - 248
35 - Rajilda ~ Poknan Great Bridge 254
36 - Kyoguen 256
37 - Cabin near Kyogen ~ Kyogen 260
38 - Norzen 262
39 - Tower of Nereg 266
40 - Nolzen 272
41 Wontiga Temple 274
42 Belsus Port 280
43 Belsus- 282
44 - Azure Temple 286
Free Action - Ride Shaolun 290
45 - Mokurado Village - 294
46 - Girioune Temple - 298
47 Norzen ~Sani Town- 304

Part 3 Decisive Battle 306
48-Anikamar~Oasis 308
49 Babylograd Port~Azure Sanctuary 310
50 Pipista~Sacred Torch Pedestal 314
51-Mināru 316
52-Mināru~Etorē Bridge 318
53-Sūruzu~Sunny Town 320
54-King's Mountain 322
55 - Ulysses' Domain Upper Layer 332
56 - Ulysses' Domain Middle Layer 336
57 - Grunhilde 344
58 - Ulysses' Domain Lower Layer 346

Chapter 4
Sub Event
Subevent 353
Subevent Walkthrough 354
Minigame Walkthrough 368

Sighlog Manor 374

Chapter 5
Data
Data 381
Enemies 382
Items 410
Equipment/Veigue 412
Equipment/Mao 414
Weapons/Eugene 416
Weapons/Annie 418
Weapons/Titlay 420
Weapons/Hilda 422
Gem 424
Amulet 428
Items 430
Valuables 434
Cooking 436
Title 440
Screen Chat 444

Chapter 6
Material
Design Materials 447
Setting Art Collection 448
Developer Interview 466

Glossary 472

Column
Enjoy by changing the battle rank 128
Listen to in-battle conversations 380
Post-clear bonus 446

Rei

Hyuma and Gajuma

The two races coexisted and cel

ebrated a long era of prosperity.

The Kingdom of Karegia.

However, that peaceful era

Of King Ladras, who was a wise and virtuous ruler

Everything changed with his sudden death.

What later came to be called "The Sunset of Ladrass"

the calamity struck the world.

『知』 Humans who preside over

A race that once built a civilization proud of its advanced technology. Without Foles and with physical abilities inferior to the Gajuma, they used their intelligence as a weapon, demonstrating skill in architecture and c

birth

regeneration, revival, rebirth
wild resurrection,

After the death of King Ladrass,

animals and plants one after another

turned into Byras (=monsters),

the special ability called Foles,

Which until now had few reported occurrences

New Fole users began to appear one after another among the Humans as well.

However,

Cannot control that overflowing power

The new ability users,

One's own Fole

It will go berserk...

The age of chaos has begun.

『力』 Gajuma who governs

A race that boasts a hardy physique and outstanding physical abilities, forming a counterpart t
o the Humans. Perhaps due to their love of nature, the majority of Fole users since ancient times have been Gaju

I don't care if I die.

As long as Claire is safe, that's all that matters.

Prologue : Veigue

The Day of Awakening
The day of awakening

My childhood friend, frozen in ice,
Veigue just stared blankly.
It has now been a year since I began spending my days like this.
On that day when the world trembled at the setting of Ladras,
Veigue suddenly awakened to Foles.
The ice power welling up from within would not obey his control,
and, running wild, it attacked Claire.
Veigue blamed himself intensely and shut his heart away.
Since then, how many times had he tried to save Claire?
He brought fire, shattered his sword, and battered his fists, yet still,
the wall of ice did not budge.
—— An ice block formed by the Foles he himself had created.
Soon, two other ability-users came to him.
That encounter would be what pulled
Veigue out of those days of despair.

Veigue Lungbel

Race: Human
Age: 18
Height: 183 cm
Weight: 71 kg
Voice Actor: Nobuyuki Hiyama

What matters is not the past.

It's the future!! .....Just kidding.

Prologue : Mao

Amnesiac boy

An amnesiac boy

Mao is a boy completely alone in the world.
What happened to his family,
What happened to me during the Sunset of Ladras was,
Mao himself doesn't know.
He was affected by the fall of Ladras,
In exchange for immense Foles, he lost his very "memory."
It was the boy, who was overwhelmed by his power and wandering, who was saved,
He was Eugene, the captain of Kalegia's royal guard unit "King's Shield".
Mao joined the King's Shield, staying close to Veigue,
Despite being only 13 years old,
Begin activities as an excellent Fole user.
However, prompted by Eugene becoming embroiled in the incident,
Escaped from the King's Shield together with Eugene.
Gather companions who have awakened like myself,
To uncover the cause of the disturbances in this chaos-filled kingdom.

Mao

Race: Human
Age: 13
Height: 153 cm
Weight: 38 kg
Voice actor: Akeno Watanabe

You cannot change a person's heart by force.

Only the heart can move another heart.

Prologue : Eugene

Called a sinner
He was called a criminal

A sharp-featured face and a supple body.
The captain of the King's Shield, who enjoys the king's deep trust,
The fame of "Karegia's Black Panther" was,
It resounded throughout the kingdom, both inside and outside the military.
That his heroic reputation would turn into the stigma of a criminal,
Who on earth could have predicted it?
Eugene, who was accused as a sinner,
Without offering any explanation,
He left the army accompanied by Mao.
He did not escape from sin.
Originating at the setting sun of Ladras,
It is to uncover the truth behind the various anomalies.
Why did King Ladras release the Foles on the day of his death?
Why did that Fole awaken people and then drive them mad?
Why did I end up leaving the king I had sworn loyalty to...?

Eugene Gallardo

Race: Gajuma
Age: 40
Height: 193 cm
Weight: 108 kg
Voice actor: Unshō Ishizuka

The phrase "Life has no color"

Because it is the truth I discovered.....

Prologue : Annie

Revived vigilance
Desire for revenge

For Annie, who aspires to become a doctor,

My father, who had achieved great success and renown as a physician,

He was a source of pride and an object of respect.

Even after King Radras fell ill,

I was proud that my father took on the duty of nursing.

However, her father was murdered by Gajuma, who had been called a close friend.

Because the perpetrator was a renowned military man, it is said he will not be punished for his crime.

The girl's heart became consumed by revenge.

The smoldering flame of hatred in his chest would eventually be directed not only at his father's killer,

It is also directed at that species itself, the "Gajuma".

The brutal and filthy Gajuma who murdered my gentle and wise father.

I will surely clear my father's unjust grievance with these hands.

Fortunately or unfortunately, the girl who possessed the Rain Foles,

He set out alone on a journey to find his father's killer.

Carrying an unfamiliar great staff in a fragile hand.

Annie Bath

Race: Human

Age: 15

Height: 155 cm

Weight: 40 kg

Voice actor: Akiko Yajima

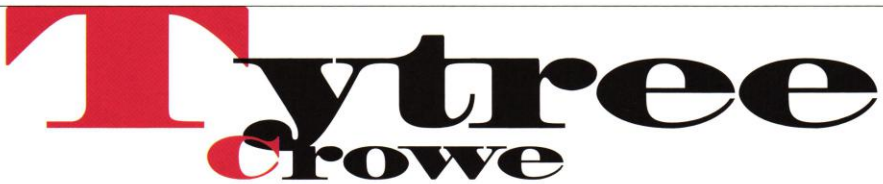
Without duty and human compassion,

one cannot be a proper person!

Prologue : Tytree

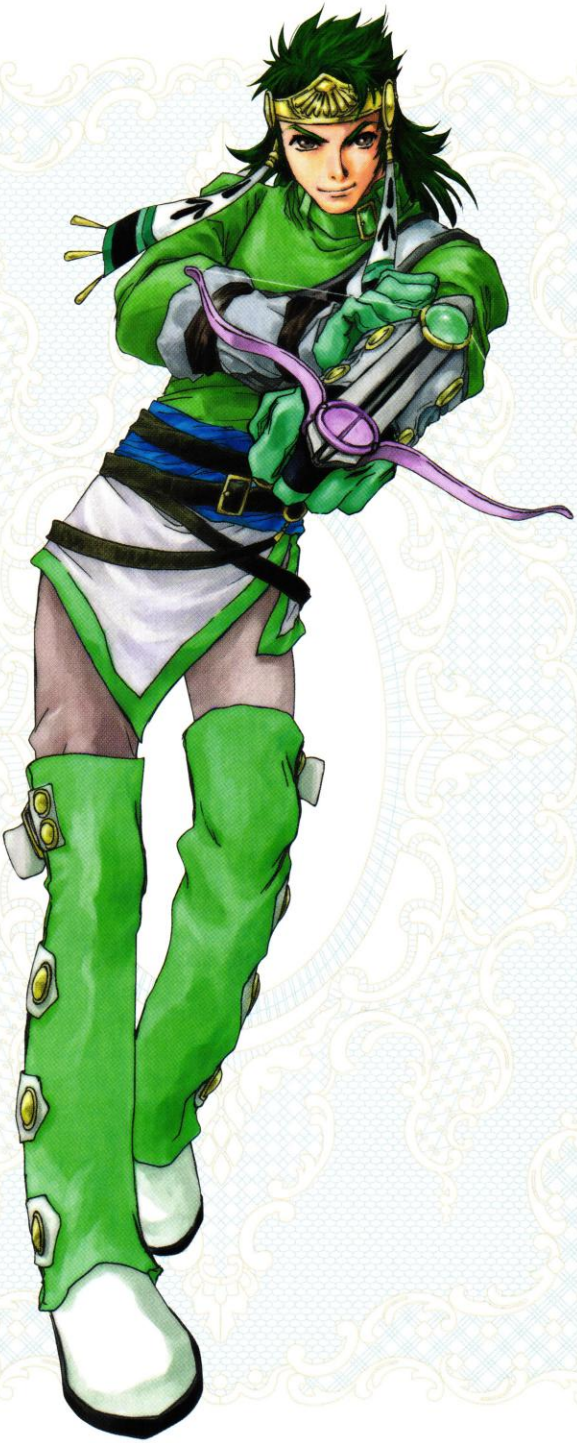
Rampage
Out of control

The King's Shield led the army to occupy Petonajanka,
It was truly a bolt out of the blue.
Ignoring the residents' protests,
the King's Shield party tried to forcibly take the Huma girls away.
Among them was Titre's older sister, Serena.
The factory foreman, whose daughter had been kidnapped, negotiated with the military, but
the response from the King's Shield was
"Surrender Serena in exchange for releasing the other girls."
Just as Serena resolved herself and entrusted her fate to the army,
something inside Titre snapped.
In his fading consciousness,
I feel as if I sensed the familiar factory being covered over by large trees and vines.
When Tytree woke up next,
standing before him were,
other ability users whose peaceful daily lives had likewise been taken by Foles.



Tytree Crow

Race: Human
Age: 17
Height: 178 cm
Weight: 69 kg
Voice actor: Kappei Yamaguchi



If I change, I can change the future.....

Yes, it can be changed. ******

Prologue : Hilda

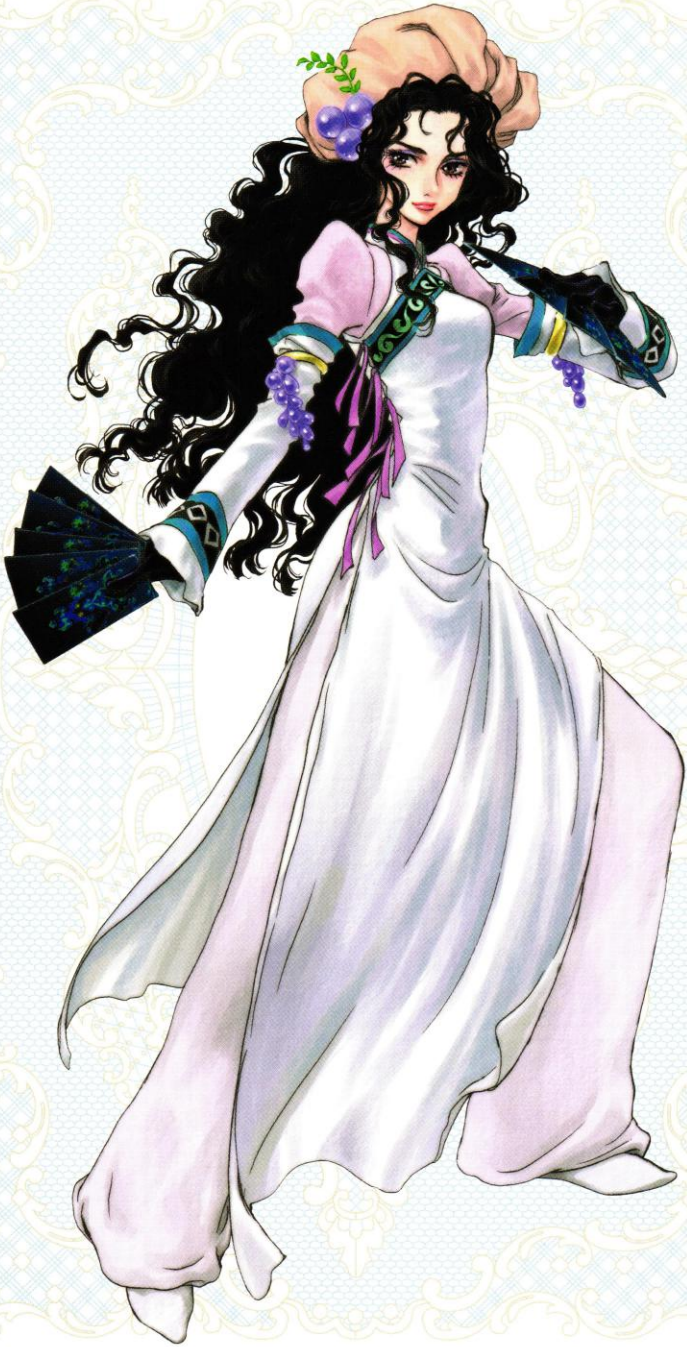
Persecution
Persecution

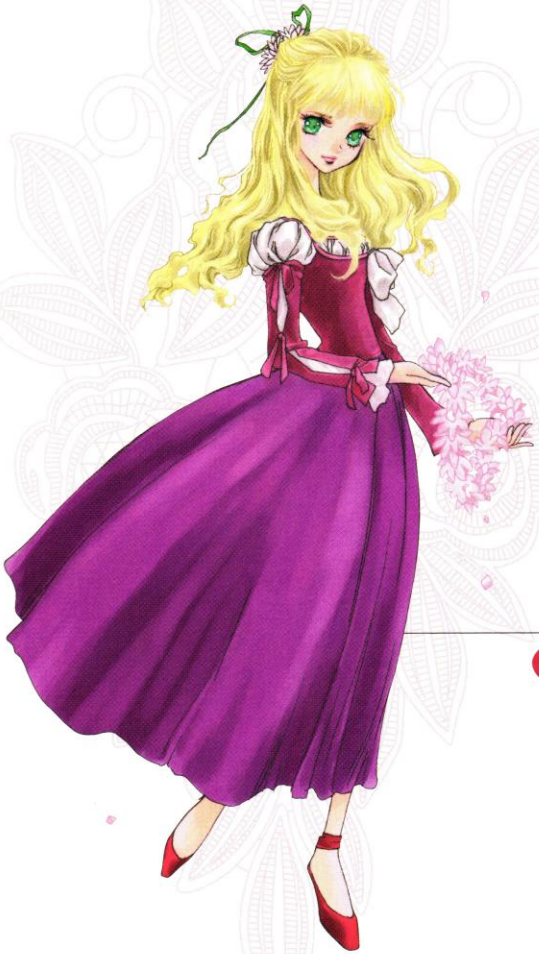
How much persecution have I suffered since I was born?
Her origin was treated as a taboo in every town.
But ironically,
Hilda was born with an extraordinary Fole.
She had never once wished for such an ability.
Soon, because of her high ability,
she is abducted to become an executive of the King's Shield.
However, for Hilda, who had grown exhausted from the persecution,
The King's Shield, where those with abilities gather,
was never a place to curse being captive.
It was the only place that accepted her existence,
and above all, it was the place that gave her the only "hope".
No matter how much it was an organization in the shadows,
that was only a minor concern.
As things stand now, interaction with humans is not to be hoped for.

Hilda Rhambling

Hilda Rambling

Race: Human
Age: 21
Height: 168 cm
Weight: 48 kg
Voice actor: Sayaka Ohara





Veigue's childhood friend who lives in the quiet village of Souls away from the city. Veigue, who lost his parents at a young age, was taken in by Claire's family, so the two were raised like family. Claire is one of the few people who understands the taciturn and short-spoken Veigue. When King Ladras died, Claire was at the Souls meeting hall and witnessed Veigue's rampage after his Fole awakened from the shock. Claire was trapped in a glittering ice cage and has spent a year frozen in that state. Before that, Veigue was by her side without fail every day.

Claire Bennett

Claire Bennett

Race: Human

Age: 17

Height: 163 cm

Weight: 45 kg

Voice actor: Mio Yasuda

Claire's pet, formally named Nostalia Kena Garis, is a small animal. Besides Claire, it is also very fond of Veigue. In Veigue and Claire's hometown village, it was common to see Zapi sitting on Veigue's shoulder.

Zapie

Zapī

The sole daughter of Kalegia's King Ladras Lindblom

The reigning monarch. Having been hastily crowned after the sud

den death of the previous king, she is still unknown to many of he

r subjects, but she is scheduled to hold a public unveiling ceremony in the very near future.

She is a typical sheltered girl who has never once left the royal capital Valca, yet that upbringing has instilled in her a strong sense of duty toward the country. She combines the graceful bearing befitting a member of the royal family with a pure heart uncorrupted by worldly ways. The young queen , barely twenty, carries on her shoulders the hopes of a popu lace plunged into turmoil since Ladras's decline.

Agarte Lindblum

Agathe Lindblom

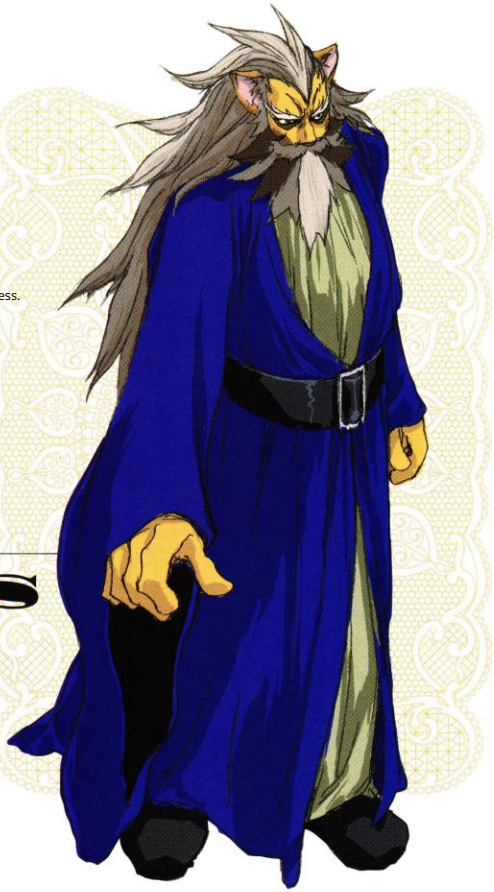
Race: Gajuma

Age: 20

Height: 165 cm

Weight: 43 kg

Voice actor: Emi Shinohara



One year ago, King Karegia suddenly died of an unknown illness.

He was the previous ruler of the country. Like the king s before him, he emphasized coexistence between Hu mans and Gajuma, and he completed his reign in an er a of peace and stability. However, on his deathbed he r eleased his own immense Foles in his final moments. T hat Foles caused the awakening and rampage of Foles among people across the world, plunging all of Karegi a into unprecedented chaos. The day of his passing ca me to be known as "The Sunset of Ladras."

Ladras Lindblum

Ladras Lindblom

Race: Gajuma

Age: 60

Height: 186 cm

Weight: 76 kg

Agate's attendant. As a supporter of the young queen, her du ties as an aide grow heavier by the day, and she leads a busy life . For Agate, who lost her mother early, Zirba is not only the mos t trusted lady-in-waiting but also her wet nurse and teacher. Per haps because of their close relationship, even now after Agate's coronation, she still unofficially calls the queen "Hime-sama" (Pri ncess) in private settings.

Zilva Madigan

Gilba Madigan

General of the Kalegia Kingdom's regular army. Possesses a Fole

Although not of Human origin, he was recognized by King Ladrass for his outstanding swordsmanship, exceptional intelligence, and absolute loyalty to the kingdom. Due to his earnest personality he is often seen as rigid, but his sword skill and resolute actions—respected even by the Gajuma ability users—have earned him enormous support from ordinary soldiers and civilians. Even after Ladrass's death his loyalty never wavered; he now supports Agate and commands the entire regular army.

Milhaust Selkirk

Milhaust Selkirk

Race: Human
Age: 28
Height: 185 cm
Weight: 72 kg
Voice actor: Shinichiro Miki

Race: Gajuma
Age: 37
Height: 175 cm
Weight: 58 kg
Voice actor: Mari Mashiba

Saleh

Sare

A Foles user of "Storm." He possessed a Foles before the Fall of Ladras and is the only Human among the Four Stars. Cold, ruthl ess, and of a warped personality.

Walto

Waltu

A user of the "Sound" Fole. A senior stalwart of the King's Shiel d, he boasts the finest tactical insight. He was once Eugene's s ubordinate and is known as a man of noble character.

Four Stars

The Four Stars

The King's Shield, a royal guard unit directly under King Karegla.
It differs in character from the regular army,
a special unit composed solely of Fole users.
Among them,
the four who possess exceptionally powerful
Foles are called the "Four Stars."

Tohma

トーマ

A Fole user of "Magnet." A born fighter with an exceptionally robu st physique even among the Gajuma. He is impulsive and violent i n personality, but his combat ability is tremendous.

Militsa

ミリッツァ

A Fole user of "Rainbow." The sole female among the Four Star s. A half-blood known for the rarity of her existence and the po wer of her Fole, she was raised in the King's Shield alongside Hilda, who is also of h

Eephon
イーフォン

Chapter 1

Knowledge

Knowledge

Start by understanding the game system. This guide covers controls and how to read the screen so you can play smoothly even without reading the manual. The articles are structured with general content summarized on the left page and deeper explanations on the right page, so players already familiar with the game can just skim the left page.

移動 Adventure

"Tales of Rebirth" (hereinafter referred to as "this work") is a role-playing game in which you travel across a vast world and cooperate with companions to achieve objectives. First, learn how to proceed in the game and how to move around.

1 Moving in the field

Moving field

The setting of this work is the Kingdom of Karegia, where two races—the Humans and the Gajuma—coexist. In this world, you travel between field maps and normal maps such as towns and dungeons.

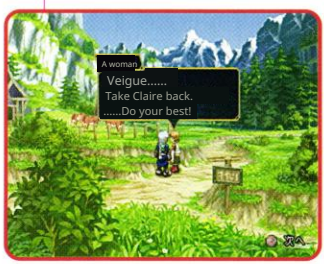
To the menu screen

At any time while moving, you can open the menu screen with a button to check items and the status of your allies.

P.026

2 Information gathering

Gathering information



By talking with residents in town and examining objects, you can obtain various pieces of information. At this time, if you change the displayed character with the L2/R2 buttons, the information you can obtain from the same character or object may change. Also, by pressing the SELECT button you can hear conversations from allies through "screen chat." Based on the information obtained this way, find the places you should go and the things you should do.

3 Puzzle solving

Solve a riddle

In dungeons, progress by jumping with buttons and operating mechanisms. Also, use each character's unique ability, "Foles," with a button to solve mechanisms.

Combat with enemies

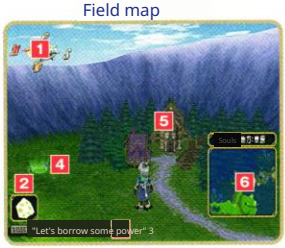
While moving around the field map or inside dungeons you may suddenly encounter enemies. In battle, you generally control a single character and defeat the enemies.

P.028

Information obtainable from the map screen

Various information on the map screen is displayed. The field map and the regular map differ somewhat, but important information—such as the "Fole Cube," which indicates the encounter rate with enemies, and screen chat titles that update without notice—should not be missed on either map.

Field map



Regular map

1 Compass
Indicates direction.

2 Fole Cube
At locations where this cube is rotating, you may encounter enemies. The faster it spins, the more likely enemies will appear.

3 Screen Chat Title The title of the screen chat currently viewable. Yellow flashing text indicates a chat you haven't seen; white text indicates a chat you've already seen.

4 Discovery
Rare items that can be found by going to specific locations and are related to sub-events (see p.359). Nothing is displayed until discovered, but once found, a green circle will be shown thereafter. For details, please refer to the "Discovery Map" included with this book.

5 Towns & Dungeons
The appearance of towns and dungeons. When you approach, the name of the town or dungeon is displayed, and pressing a button lets you enter.

6 Navigation Map
The name and terrain of the current region and a simplified map of the surroundings are displayed.

7 Treasure Chest
Stand next to it and press a button to open it and obtain the item inside.

8 Key Help
When this is displayed, pressing the indicated button performs the shown action such as "Jump" or "Examine".

How to Operate While Moving

The basics of movement controls are moving the character with the D-pad or left stick and using buttons for dialogue and investigation. As the game progresses, you can board the "Free Ship" to travel the sea or the "Shaorun" to travel the sky; in those cases, controls switch to the vehicle's operation. There are also vehicles like wagons or scheduled ships that will automatically take you to your destination if you pay Gald (money).

■ List of Movement Controls

Control	Field map	Regular map	While riding a vehicle
D-pad/ Left Stick	Character movement / Item selection		Up/Down: Descend/Ascend Left/Right: Turn
○ Button	Talk, Examine, Decide, Ride	Talk, Examine, Confirm	Move forward
× Button	Cancel, Back		Get off
△ Button	Show Shaorun commands	Use Foles	Move backward
□ Button	Open menu screen		
○ + Button	Fast-forward messages		
L1/R1 Buttons	Camera viewpoint left/right rotation	Character facing direction	Reversing
L2/R2 Buttons	Change displayed character		–
R3 Button	World map display		
SELECT button	Activate screen chat		
START button	Show/hide compass, etc.	–	Show/hide compass, etc.

■ Special operation

SELECT button — Screen Chat

Talk with the companions who are accompanying you and get hints. You may see unexpected sides of your companions, and sometimes obtain titles (see P.027).

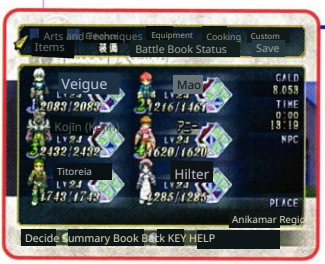
R3 button — Display of the World Map

View the world map. You can check not only the locations of towns, dungeons, and discoveries (discoveries), but also, with a button, view each town's item list.

メニュー
Menu

Menu screens are frequently used for actions such as using items, changing equip ment, and saving data. Since a single menu entry can sometimes perform multiple operations, be sure to understand what can be done from each entry.

1 Open Menu
Opening menu



The menu screen is for use while moving, that is, during battle

If no events are occurring and you pr ess the button, you can open it. Whe n you acquire new items or "Techniq ues" and the like, be sure to check th e details from the menu screen.

What are Artes?

Artes are the special techniques each c haracter excels at. The system differs f rom that of previous "Tales of" series ti tles, so even experienced players should glance through the explanation

P.032

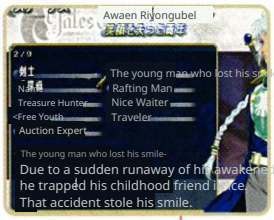
2 Viewing Information and Settings
Seeing & Setting

The menu screen has ten items, allowing you to view and configure various pieces of information. Please refer to the indicated pages for details on each item. Note that the "Battle Book" is a database-like featur e whose contents are automatically added or chang ed based on story progression and the number of ba ttles. You can also view battle records and so on.

Item	Things you can do	Reference pages
Arts/Techniques	Learn and set Arts/Secrets, configure Fole Cubes	P.032~P.037
Items	Use, check, and equip items	P.027
Enhance	Weapon and armor enhancement	P.042
Equipment	Change/Check Equipment	P.027
Strategy	Change/Check Tactics & Formation	P.038
Battle Book	Information and completion rate for enemies fought so far (points are added by encount ering enemies, landing attacks, obtaining items, etc.; maximum is 100). View battle terminology, battle history, and more.	–
Cooking	Cook, Check Recipes, Set Auto-Cook	P.040
Status	Check Status Change Title	P.027
Custom	Change Various System Settings	–
Save/Exit	Game data can be saved on the field map or on a memory array (see photo on the right). You can "suspend" (temporary save) in other loca tions, but suspended data will disappear once loaded, so be careful. B y the way, if you press a button while standing on a yellow memory array, you can rest to recover HP and FG.	–
Synopsis Book	Press the button on the menu screen to display it. You can review the story so far.	–

22000 Check character abilities on the status screen

On the status screen, you can check each character's parameters and title. The six party members have clear differences in abilities, so understand these to consider their roles in battle and the direction for equipment upgrades.


Awaen Riyongubel
The young man who lost his smile
Rafting Man
Nice Waiter
Traveler
Treasure Hunter
<Free Youth
Auction Expert
The young man who lost his smile-
Due to a sudden runaway of his awakened power,
he trapped his childhood friend in ice.
That accident stole his smile.

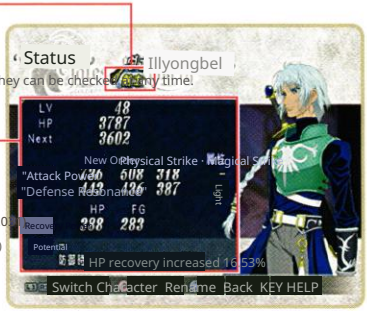
Title

Titles are the epithets each character can earn through scenarios, sub-events, and other activities. Each time a title is obtained, it grants the parameter bonuses specified for that title (see p.440). Here you can check the titles you have acquired so far and change which title is displayed.

Parameters

Parameters are numeric values that represent a character's abilities, of the kinds shown in the table below. These abilities may also be shown on the equipment screen, but the status screen is the only place where they can be checked at any time.

Parameters	Meaning
LV	Character level. When this increases, parameters rise
HP	Life points. When it reaches 0, the character becomes unable to fight
Next	EXP required to reach the next LV (experience points)
Attack Power	Power and attributes of attacks from Slash, Strike, and Magic Strike (see P.0
Defense	Resistance and attributes against slashing, striking, and magical strikes (see p.031)
Recovery Power	Abilities that restore HP and FG (see pp.048, 050)
Potential	Latent abilities that are activated on equipped weapons and armor (see p.043)



Item types and uses

Items are divided into six types: "Tools," "Weapons," "Armor," "Jewels," "Charms," and "Valuables." Of these, Tools are consumables that disappear when used, while Weapons through Charms are equipment that grant effects when equipped. The last category, Valuables, consists of items required for story progression. Item effects are listed in the "Items" section starting on p.410.

About Valuables

Valuables are mostly obtained automatically and are mostly used automatically. However, items whose names appear in white will produce an effect when used.

Item categories

Consumables

● Disappears when used
You can hold up to 15 of each type.

Usable Items: Items that produce an effect when used. The gummy icon represents medicines that restore HP, FG, etc., and the leaf icon denotes tools used while traveling or during events. Note that medicines can also be used during battle, but they cannot be used consecutively.

Ingredients: Items required when cooking (see P.040). Each time you cook, the ingredients you used are consumed.

Tickets: If you bring them to an ingredient procurement facility on the map (see P.041), the listed ingredients will be delivered.

Equipment

● Equipping to a character grants effects
● The number you can carry varies by type

Arms/Armor: Each character can equip one weapon and one piece of armor. You can carry up to 10 weapons and 10 pieces of armor. Incidentally, items with yellow text are inherited, and those with orange text indicate equipment that has experienced an irregularity (see P.042).

Gems can strengthen specific abilities and one can be equipped per person. The party can hold up to 60 in total. Synthesis is also possible (see p.044).

Talisman: Has effects such as adding attributes to equipment (see p.031). One can be equipped per person, and the party can hold up to 60 in total.

戦 Fight
Battle

Combat is unavoidable as you progress through the game. When your path is blocked, If you encounter Vireas (mutated monsters) or hostile people, use arts, items, tactics, and other means to aim for victory.

1 Encounter with Enemies
Encount

While moving across maps where Fole Cubes are rotating, you may be attacked by enemies. There are also boss battles that occur forcibly and battles that trigger when you fall into traps.

2 Defeat all enemies
Fight!!

In battle, you win by defeating all enemies; conversely, if all your allies are defeated, it becomes game over. Up to four allies can participate in combat, but the player can control only one character. The other allies will automatically fight enemies according to formation and tactics (*).

3 Battle Results
Result

When you win a battle, you can obtain experience points, Gald, items, etc. It also displays level-ups and the learning of new Artes, so be careful not to overlook them.

What is a Strategy?

It is the behavioral guideline for allies under auto control. You can set, for each ally, which enemies to target, attack frequency, the frequency of Arte use,

P.038

How is HP recovered?

When you take damage in battle, your HP decreases. To recover this lost HP, you can use methods such as "using Artes," "delivering the finishing blow to an enemy," or "using a hea

P.048

※If multiple controllers are connected, two or more players can play.

Important information displayed on the battle screen

During battle, a lot of information is displayed on the screen is shown. Not only is character control important, but it is also essential to look at this information and grasp the state of the battle. That said, it is difficult to understand everything from the start, so for now focus on being able to fight while watching the target and allies' statuses.

1 TECHNICAL SMASH!
Displayed when an enemy is defeated in a specific way. See p.124 for conditions and effects.

2 Techniques Currently Activated
Shows the element and name of the active technique. Techniques of both allies and enemies are displayed.

3 HIT Count
Indicates how many consecutive times an ally's or enemy's attack has hit. The terms shown next to the number—"SLASH," "BLOW," and "SPIRIT"—represent the attack type (see p.047).

4 Enemy Status
Information on the currently targeted enemy. Hold down the R1 button to display.

5 GUARD count
Indicates how many times in a row a defense has succeeded.

6 FORMATION
Displayed while holding down the L1 button. You can switch tactics with left/right in

7 Target
Indicates the enemy you have targeted.

8 Ally Status
Remaining HP of party members including yourself, Rush Gauge (see p.031), and Foles

Represents a gauge (see p.033).

9 Battle Menu
Displayed when you press the △ button. From this menu you can set techniques, change equipment, use items, and change tactics.

10 Status Changes
Displays party members' abnormal statuses and ability-up effects. Can only be checked while the battle menu is displayed.

There is a lot of information on the battle results screen, too

The post-battle results screen also displays a great deal of information. It can be tedious to check every item after every battle, but at the very least don't miss the report display. In particular, when you see reports about learning techniques or enhancements, open the menu screen after battle and make the necessary settings.

On the battle results screen, if you keep holding the button the display will stop so you can check it carefully. If you press the button, the display will disappear immediately.

1 MAX HIT
Indicates the maximum number of consecutive hits landed on a single enemy during that battle.

2 EXP
Represents the experience points obtained. When this accumulates to a certain amount, the character's level increases.

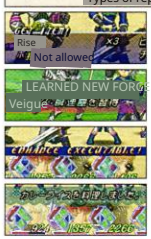
3 BONUS EP
Bonus Enhance Points awarded based on MAX HIT count (see p.043).

4 GALD (Gald)
Gald obtained.

5 GET GRADE!
Indicates the GRADE and type obtained. For details, please refer to p.125.

6 Report Display
Information such as item acquisition and skill learning is displayed (see photo on the right).

Types of report display



Item Obtained
Skill/Technique Learned
Enhanceable
Cooking

Various Controls During Battle

In battle, you control the characters using almost all the buttons on the controller. There are three battle control modes: fully manual "Manual", partially automatic "Semi-Auto", and fully automatic "Auto", and the controls differ slightly depending on the mode.

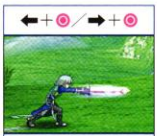
The initial control mode is set to "Semi Auto", which will automatically perform defenses and line movements as situations require. If you want to move more precisely as you intend, switch to "Manual".

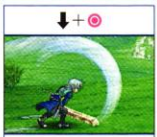
■ List of battle controls

Control	In battle	When the battle menu is displayed
Direction pad/ Left stick	Move character	Select item
○ Button	(Direction input) Normal attack	Confirm
× Button	(Direction input) Use of techniques (see P.032)	Return to battle
△ Button	Defend, (+ up/down input) Rush gauge operation	(Directional input) Camera control
□ Button	Display battle menu	Return to battle
L1 button	(+ left/right input) Change tactics	–
R1 button	(Directional input) Change target, display enemy status	Toggle camera viewpoint
L2 button	–	Switch playable character
R2 button Jump		Toggle gauge display
SELECT button Switch battle control mode		Switch battle control mode
START button Pause		–

■ Advanced操作 methods

Normal attack



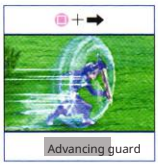


By combining the directional pad with a button, you can switch between high, mid, and low attacks. Pressing only the button will produce different attacks for each character in semi-auto control, while in manual control it will be a low attack. You can also attack from a jump, and for some characters there are different types of jump attacks.

Combo attack

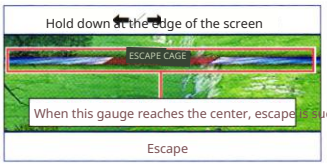
Veigue, Eugene, and Titreis can perform up to three consecutive normal attacks, while Mao, Annie, and Hilda can perform up to two consecutive normal attacks. Each attack can be varied in the same way as normal attacks by combining with the direction keys. Also, the character's movements can change depending on the number of attacks. For changes to each character's normal attacks, please refer to "Character Analysis" from p.058 onward.

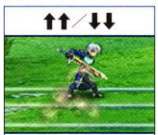
Defensive action



You can perform three types of defensive actions by combining a button with the directional pad. If the guard succeeds, incoming damage is reduced to 25%; with an advancing guard it is reduced to 3%.

Movement controls



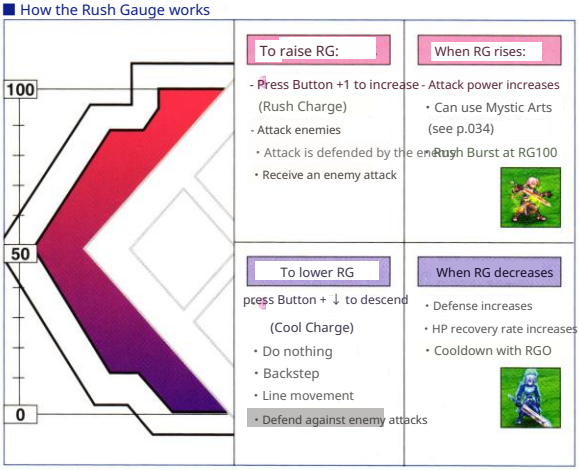


Special movement operations performed with the directional keys. Dash, which allows quick movement, and line movement, useful for approaching or retreating, are important actions that broaden tactical options and should be mastered early in the game. Note that fleeing takes longer the stronger the enemy is, and the gauge decreases if you are attacked by an enemy, so do not be overconfident.

100 Operation and effects of the Rush Gauge

The Rush Gauge (hereafter RG) is the "kinked" gauge displayed at the bottom of the screen. It represents each character's emotion value, fluctuating based on actions taken in battle; when it rises, attack power increases, and when it falls, defense power increases. For more details on how the RG works, refer to P.046.

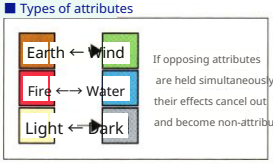
■ How the Rush Gauge works



Elements, resistances, and types of status ailments

Some equipment and arts/techniques have "elements." When you attack with an elemental effect, the damage dealt changes based on the enemy's "resistance" (see table below). For example, if you use a water-element attack against an enemy weak to water, you will deal 1.5 times the damage. Also, status ailments that allies or enemies can fall into have elements, and equipping armor or charms with the same element as the status ailment can prevent it.

■ Types of attributes


Earth ← Wind
Fire ←→ Water
Light ←→ Dark
If opposing attributes are held simultaneously, their effects cancel out and become non-attribute

■ Types of Resistance

Name	Effect
Weakness	1.5× damage under normal conditions
Steel Body	0.75× damage under normal conditions
Half damage	0.5× damage under normal conditions
Guard	0.25× normal damage

■ Types of status ailments and countermeasures

Disp	d: Status ailment n	Symptom	Main Countermeasures
	Heat Poison POISON Fire element	RG automatically increases, and when it reaches 100, HP decreases	Item: Panacea Bottle, Annie Special Technique: Power Craft
	Freeze FREEZE Water element	The body freezes and becomes unable to move for a certain period of time Being attacked will thaw it	Item: Panacea Bottle, Annie Special Technique: Guard Vassa
	Slowed SLOW Earth Attribute	Movement speed decreases, and HP recovery distribution (see p.049) is lost	Item: Panacea Bottle, Annie Formation Technique: Life Materia
	Weakening WEAK Wind attribute	Fole gauge (see p.033) stops recovering	Item: Panacea Bottle, Annie Formation Technique: Charge Vint
	Paralysis PARALYZE Light attribute	Actions may be interrupted when moving or attacking; Item: Panacea Bottle,	Annie Magic: Mind Geist
	Panic PANIC Yen attribute	RG automatically decreases, and when it reaches 0, the character is stunned and becomes unable to move	Item: Panacea Bottle, Annie Magic: Resist Vire
	Stun PIYO	Cannot act for a while. When recovered, RG becomes 50	Equipping Piyohan-type gems speeds up recovery (see p.044)
	Unable to fight	Falls down on the spot and becomes unable to act. No experience points are obtained	Item: Panacea Bottle, Life Bottle, Annie Alchemy: R. Elixir
No display	Ability reduction	Various parameters such as attack and defense are decreased	Various formation techniques

※Parameters that have been decreased can be restored by formation techniques that raise those parameters. Example: Attack reduction can be cur

術技 Skill

Arts are each character's specialty techniques that deal greater damage to enemies than normal attacks or can enhance your or your allies' abilities. Here we explain the basic rules for learning and using arts.

1 Learning arts

Learning skill

Most Artes can be learned when a character reaches a certain level, and ultimately each person can learn up to eight.

How are Mystic Artes learned?

The existence above techniques is "Secret Arts" (奥義). Secret Arts have conditions for learning and restrictions on use, and because they differ from techniques in many aspects, they are explained

▶

2 Technique Sets

Setting skill

Once you learn an art technique, set it on the Arts screen selectable from the menu. There are four slots corresponding to the directional keys — "UP," "FRONT," "BACK," and "DOWN" — and the button input used when activating the art depends on the direction slot you assign. Note that you can also set arts from the battle menu.

Chapter 3 Use of Arts/Techniques

Using skill

During battle, the direction button on which a skill/technique was set Press "N" to use an art/technique. Arts/techniques consume the "Foles Gauge (hereinafter FG)" at the bottom of the screen. Use by consuming it, and when FG (Fole Gauge) is full, if used Exert the maximum effect.

Relationship with the Fole Cube

The item shown on the right side of the Arts screen is the "Fole Cube." It functions differently from the ones displayed on the map screen and grants special effects to arts.

P.036

There are four types of arts

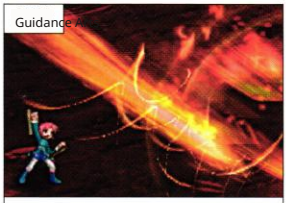
There are four types of arts, each with slightly different effects and usage conditions. Summarized by basic effect: "Techniques" and "Guided Arts" deal heavy damage to enemies, while "Formations" provide stat enhancements to allies

"Arts," and the specially augmented "Alchemy Arts." The types each character can use are fixed (see table below). The arts for each character are listed on P.058–P.111. ■ Types of arts and usable characters

Special Skills	Veigue, Eugene, Titrate
Guidance Arts	Mao, Hilda
Formation Arts	Agnie
Alchemy Arts	Everyone

■ Types of arts

Techniques that use weapons to deliver powerful single strikes or consecutive attacks. They can also be chained from normal attacks



Attacks using Foles. There is a chanting time before activation, leaving a large opening, but the damage surpasses special skills.

A technique that draws a circular pattern on the ground called an "Arc Formation" and strengthens allies who enter the formation. The effect is quite significant.

They have various effects, such as strengthening oneself or healing allies. This can be used when FG is fully rest only be used when FG is fully rest

Fole Gauge and Technique Effects

Techniques other than Alchemy can be used regardless of the amount of FG, but if you charge FG and use them when it is full, you will receive benefits as shown in the table below. FG is shown in blue until it is fully charged and turns green when full, so remember this. Note that the FG value required to reach full charge differs for each technique. The more powerful the technique, the larger the maximum FG value and the longer it takes to reach full charge.

If you want to press the attack all at once, ignore FG; if you want to prioritize damage, wait for FG to fill completely—use each approach accordingly.

■How to Fill the Fole Gauge and the Benefits When Fully Restored

How to Fill the Gauge

- Naturally recovers over time
- Normal attack while pressing the corresponding directional key
  (Example: When attacking with ←, set to)

The FG of techniques also accumulates)

- Deliver the finishing blow to an enemy
- Use items to recover

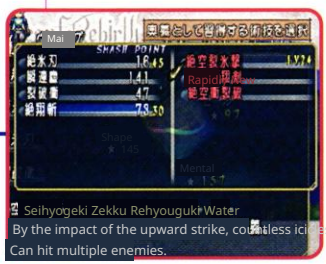
Benefits of a full gauge

- Arts/techniques deliver maximum power and effects
- Using an art/technique restores HP
  (Special skills and guiding arts take effect when they hit an enemy; othe
- When it glows gold, you can unleash an ultimate technique. P.034
- Activation of the special effect of the Force Cube P.036

奥義 Arts

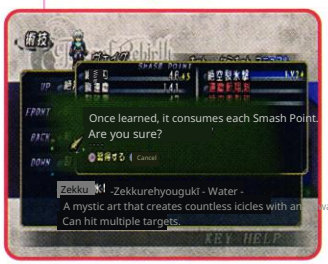
Special Arts (Mystic Artes) are powerful attacks derived from artes. They are learned b y combining the originating arte with a different arte and used as an enhanced versio n of the originating arte. The mechanism is a bit complex, so please read carefully.

1 Conditions for learning Mystic Artes
Conditions of learning


Mai
SMASH POINT
Seihyogeki Zekku Rehyouguki - Water
By the impact of the upward strike, countless icicles are produced.
Can hit multiple enemies.

The primary requirement for learning a Mystic Art, li ke Techniques, is the character's level. The level req uired for learning can be checked on the Mystic Art a cquisition screen, which is displayed by pressing rig ht on the directional pad from the Techniques screen.

2 Acquisition of Mystic Arts
Learning arts



The Mystic Artes are learned as a combination o f the originating technique (base skill) and a diff erent technique. In doing so, Smash Points (her eafter SP) — which are obtained when enemies are defeated by each of those techniques — are required. Also, unlike regular techniques, they c annot be equipped and used directly; they must be set onto the originating technique and used as an enhanced version of that technique.

What is a Secret Art?

Furthermore, there is an even more powerful technique called "Hi-Ōgi" (Secret Ultimate Skill). This is different from arts or ultimat e skills; it is a combined technique p erformed by two characters cooperating. P.112

3 Use of Mystic Arts
Using arts

To use an Ougi (special technique), first set RG to the value specified for the skill

Raised up to the above, increasing the FG of the originating skill to the maximum

...me. Next, it is set in a different direction from that technique

Release the technique you possess.

When this happens, the originating technique's FG will glow gold, and i f you use at that m nt, it is set up so that a mystic art is unleashed.

Smash points required to learn the mystic art

When learning a mystic art, a fixed amou nt of SP from each of the two techniques b eing combined is consumed. This SP is a po int that exists for techniques other than Alc hemy, and it is accumulated when you defe at enemies with that technique. The system works this way. Note that for formation tec hniques, SP is added when you or an ally d efeat an enemy while an Arc Formation is deployed.

■ Actions that increase acquired SP

- Defeat an enemy with a Technical Smash
- Set different types of arts
- Set Alchemy

▶P.124

Only one Mystic Arte can be equipped to a single Technique

Each Technique can branch into 2–5 Mystic Artes, but you cannot learn multi ple Artes from the same Technique at th e same time. If you want to use a differe nt Arte, you must forget the currently e quipped Arte and spend SP again to lear n the new one. The required SP decreas es each time you learn an Arte, so acqui ring them becomes gradually easier.

■ Reduction of requir

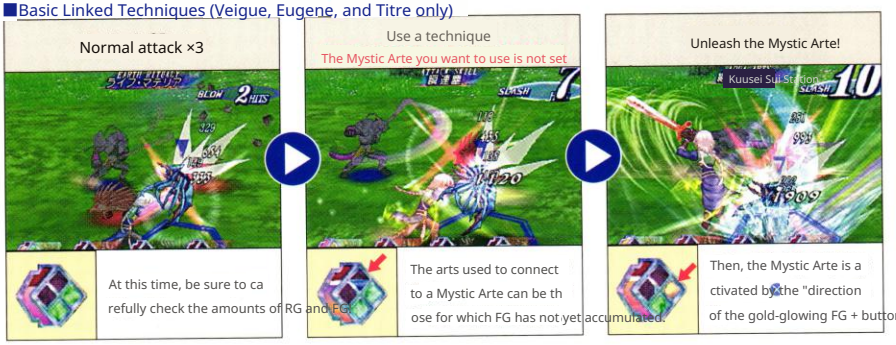
Flow until Secret Skill activation

The basic sequence for activating a Sec ret Skill is: after meeting the conditions on the right, use a Technique → then the Sec ret Skill. The main point is that the Techni que used before the Secret Skill must be a Technique that has the desired Secret Skill set as its linked Skill (i.e., a Technique that "has" the Secret Skill).

■ Summary of conditions for using a Secret Skill

- RG must be at or above a certain value (Tytree requires 65; others require 70)
- The FG of the originating Technique must be fully recovered
- Using a non-Alchemy skill/technique immediately beforehand

■ Basic Linked Techniques (Veigue, Eugene, and Titre only)


Normal attack ×3
Use a technique
The Mystic Arte you want to use is not set
Unleash the Mystic Arte!
Kuusei Sui Senjin
At this time, be sure to ca refully check the amounts of RG and FG.
The arts used to connect to a Mystic Arte can be th ose for which FG has not yet accumulated.
Then, the Mystic Arte is a ctivated by the "direction of the gold-glowing FG + button"!

フォルスキューブ
Force Cube

The cube on the right side of the skill/technique screen is the "Fole Cube" (her eafter FC). Each of its vertices is set with a function that adds special effects to techniques. Use the FC to discover more effective ways to employ techniques.

1 Setting the Fole Cube

Setting FC

The special effects on the four vertices visible at the front are added to the corresponding arts/skills on the left. You can rotate the FC with the right stick, so select the special effect you want to use.

Which arts/skills does it affect?

The FC special effects affect Special Arts, Guiding Arts, and Formation Arts, and do not affect Alchemy Arts. Also, the special effects apply to Secret Techniques derived from each art/skill.

P.033

2 Force Cube Growth

Growing FC

The special effect of each FC vertex grows by repeatedly using the corresponding artes. When you use an arte while FG is fully recovered, the count below the special effect name will increase by one, and when it accumulates to a certain amount, a mark indicating the effect level will appear. Note that the number of ★ can increase up to a maximum of four.

3 Activation of vertex special effects

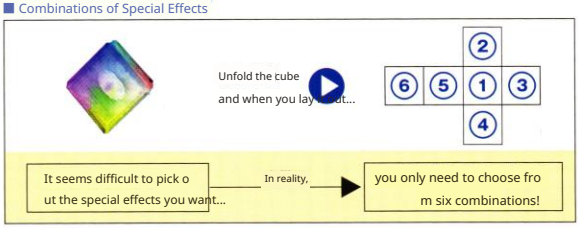
Using effect

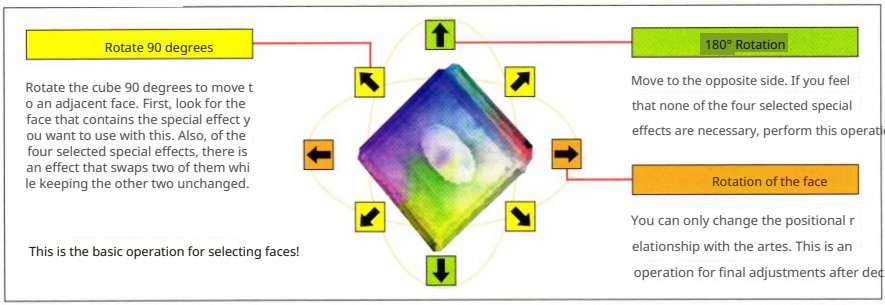
Special effects marked with ★ indicating the effect level, Use the corresponding technique when FG is fully restored is activated. Also, when the technique (Fole) hits an enemy There are also special effects of the activated type.

How to Choose Special Effects

When choosing special effects, pick one or two effects you absolutely want to use and select the "face" that includes them. If you randomly spin the FC trying to find special effects, the combinations may seem endless, but if you think in terms of "faces," you only need to choose from six combinations. ■ How to operate the FC according to your objective

■ Combinations of Special Effects




Rotate 90 degrees
Rotate the cube 90 degrees to move to an adjacent face. First, look for the face that contains the special effect you want to use with this. Also, of the four selected special effects, there is an effect that swaps two of them while keeping the other two unchanged.
This is the basic operation for selecting faces!
180° Rotation
Move to the opposite side. If you feel that none of the four selected special effects are necessary, perform this operation.
Rotation of the face
You can only change the positional relationship with the artes. This is an operation for final adjustments after deciding the special

* The arrows in the illustration indicate the direction to input the right stick.

Special effects held by vertices

There are 29 types of special effects for vertices in total, and the combinations differ for each character (see p.052). None of the special effects are very noticeable at low effect levels, but raising their levels can dramatically change an arte's performance. For a complete list of all special effects and recommended special effects, please refer to p.052.

Raise it from the early stages Because of the complexity of the controls and the weak effects early on, some players may tend to neglect FC. However, if you plan and develop it from the beginning, it will surely demonstrate reliable effects by the endgame. Don't be lazy—regularly configure each character's FC.

■ Example of a special effect

Heal

An arte's HP recovery is increased

At effect level 1, the increase in recovery is only slightly more than usual, but when raised to effect level 4, it can recover about 2 HP, which is close to twice the normal amount.

Special

Reduce the amount of RG required to activate Mystic Arts

The RG required to activate the special art decreases to 55 at effect level 1 (normally 70). At effect level 4 it drops to as low as 10, so at this point 4 RG adjustment is no longer necessary.

Float

Causes an enemy struck by a technique to float in the air

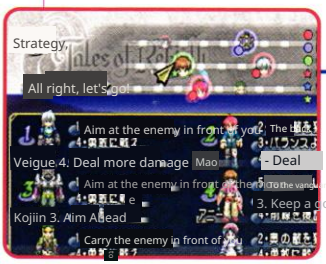
A special effect that exists only for Eugene's FC. Enemies hit by a skill are sent high into the air. At effect level 4, it reaches 6 Can pursue the enemy without difficulty.

作戦 Tactics

Strategy determines the actions of characters controlled automatically. u
If you set it up properly, you can control allies who might otherw
ise act unintentionally and keep battles running smoothly.

1 Formation Settings

Setting formation


Strategy
All right, let's go!
Aim at the enemy in front of you
Veigue 4. Deal more damage
Mao
- Deal
Kojiin 3. Aim Ahead
3. Keep a good balance
Carry the enemy in front of you

Set tactics from the "Tactics" option on the me
nu screen. First, set the "Formation" that dete
rmines the positional relationship among allie
s during battle. Note that placing characters in
certain positions can activate "Formation Effe
cts," which may boost abilities.

Details of Formation Effects

There are six types of formation effects, an
d there are seven arrangements that trigg
er formation effects. If you want to know t
he arrangement methods in detail, please read "Tactics: Analysis" on P.122.

P.122

2 Set Tactics

Setting operations

wer RG as much as possible and
se HP.
lance well
nt so that RG is neither 0 nor 100
Teach to raise RG according to the battle situation and
fight mainly with Cojen
Attack the enemy repeatedly without worrying a
bout RG or HP

Tactics are divided into three categories: "
Operational Actions," "Attack Frequency,"
and "Arts/Technique Conditions," and yo
u select one tactic from each category. T
he combination of the three tactics set he
re determines each ally's actions.

3 Change Tactics

Formation change

Strategies (tactics) save formations and tactics as a
set and can store up to three. These can be change
d on the strategy screen, and while in battle by holding the L1 button
They can be switched by inputting left or right.

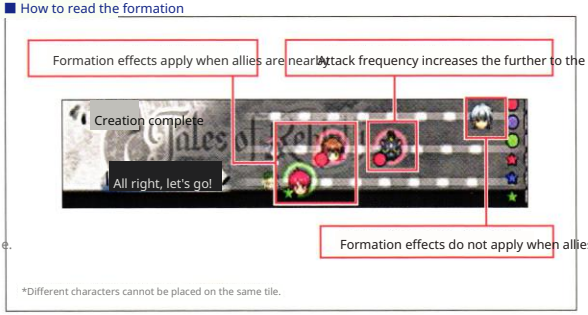
Attack frequency and parameters change depending on the formation

When setting up the formation, you ca n freely position characters within an 8-sq uare × 3-row area; the more to the right y ou place them, the higher their attack freq uency becomes. Also, when positioned ne ar allies, an icon will be colored, and as sh own in the table at the lower right, the ch aracter's parameters will be enhanced. Th is effect is always active during battle, so it 's best to position everyone so that format ion effects apply to as many members as possible.

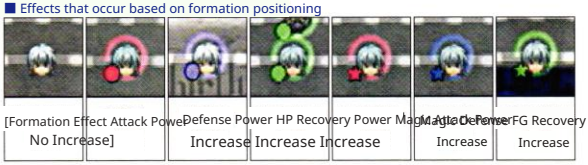
Formations also affect HP recovery

When the formation effect is ac tive among allies, when an action that restores HP is taken, there is also an effect that distributes the amount healed among allies. For details, please refer to p.049.

■ How to read the formation


Formation effects apply when allies are nearby
Attack frequency increases the further to the right
Creation complete
All right, let's go!
Formation effects do not apply when allies are far away
*Different characters cannot be placed on the same tile.

■ Effects that occur based on formation positioning


[Formation Effect Attack Power No Increase]
Defense Power Increase
HP Recovery Power Increase
Magic Attack Power Increase
Magic Defense Power Increase
FG Recovery Power Increase

200 Tactical settings that determine allies' actions

Tactics are divided into three categorie s, allowing you to finely set allies' behavio r policies. First, "Targeting Action" mainly sets which enemies to aim for, so you can narrow allies' targets to some extent. Ne xt, "Attack Frequency" sets whether to em phasize offense or defense, and it also aff ects how the player controls the RNG. Th e final "Arte/Magic Conditions" are the co nditions for using artes/magic.

They determine the timing and frequency.

Use recommended formations

On the tactics screen, after pressing th e R2 button, select the name of the tactic you want to use and press the button to automatically set the formation and strat egy. You can use the "Recommended For mation." If you don't clearly understand h ow formations and strategies change thin gs yet, try one of the three default tactics or the recommended formation, and gra dually customize them to your liking.

■ Types of tactical settings

Combat Operations

Numbers 4, 5, and 6 relate t o formation, so when settin g them, pay attention to the formation's arrangement.

1. Target the enemy in front
2. Target the enemy in the back
3. Break the guard
4. Support the Rear Guard
5. Keep up with the vanguard
6. Fight dispersed
7. Reduce the number of enemies
8. Leave the powerful foes to me

Attack Frequency

In normal battles, it's good to choose around 3 or 4.

1. Focus on retreat
2. Calm down
3. Fight with Balance
4. Fight Bravely
5. Focus on Offense

Artes Conditions

There is no limit on the number of times techniques can be used ; a high frequency is fine.

1. Do not use Artes
2. Keep Your Trump Card (Annie: Save Allies in Danger)
3. Aim for Initiative (Annie: Support the Rear)
4. Deal damage (Annie: Support the front lines)
5. Prioritize arts/techniques

See example settings on P.123

料理 Cooking

Can be made after each battle to restore HP and adjust RG

—"cooking." In this game, the only ways to recover HP while traveling are items and cooking, so their usefulness is very great.

1 Obtaining Recipes

Getting Recipe

To cook, you first need a recipe. Recipes are basically learned by "eating" them. Eat plenty of dishes served at private homes' dining tables, inn services, and as rewards from sub-events.

Where are the recipe locations?

The game contains a total of 24 recipes, and generally those obtained toward the end of the game have superior effects.

For detailed locations of recipe acquisition, see "Cooking" on P.436.

P.436

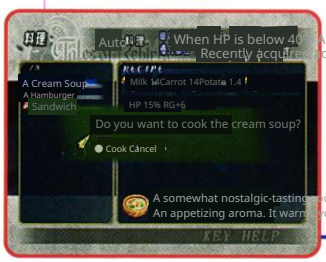
2 Acquiring ingredients

Getting foodstuffs

Once you obtain a recipe, next gather the required ingredients. Ingredients can be purchased at each town's ingredient shop, obtained by defeating enemies, or acquired by using "Ingredient Procurement Facilities."

3 Execute cooking

Let's cooking



Cooking can be performed once after each battle ends. Select a recipe on the cooking screen. If you set Auto-Cook, it will be executed automatically at the end of battle.

RG Changes from Cooking

The RG changes from cooking are continuous. For example, if you keep eating dishes that raise RG, your RG may be too high at the start of battle, which can lower your defense.

P.126

Easy recovery method: Auto-Cook

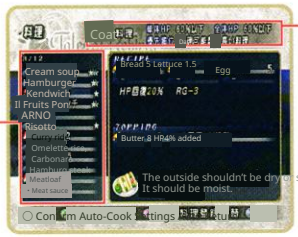
If you set Auto-Cook on the cookin g screen, it will automatically prepar e food after battle depending on the situation. The only items to configure are registering the recipe to be cook ed and the conditions under which c ooking will be executed. However, de pending on the settings, it may heal more than necessary or use the sam e single ingredient repeatedly, so be careful. ■ How to set Auto-Cook

If Auto-Cook is set, the name of th e recipe cooked and the HP recov ery amount for each character will be shown on the battle result screen.

Registering recipes

Select a recipe and press the but ton to toggle whether it is regist ered as an Auto-Cook candidate. If there are unwanted recipes, si mply remove the Auto-Register mark.

Auto-Register mark



Setting Conditions

Pressing the button allows you to s et conditions such as individual or par ty-wide HP and recipe priority.

Recommended Condition Settings

Single target 40% or below / All targets 60% or below
Recipes that use recently acquired ingredients

Making the same dish repeatedly raises proficiency

If you cook the same recipe rep eatedly, a mark will appear next to the recipe name. This indicates pr oficiency, which can increase up to four levels. As proficiency rises, y ou can add ingredients to create m ore powerful "Custom Dishes," an d the "Secret Factor" will activate more easily (see p.126).

■Example of Custom Dish from Increased Proficiency

Hamburger

Required Ingredients
Bread, Beef, Lettuce

Effects
●Restores 15% HP ●RG+3
●Fully restores one FG
●Secret Factor: "Enhance Points +10"

With proficiency ★, to "Cheeseburger"
Adding "Cheese" further restores 5% HP

At proficiency ★★, adding an "Egg" to t he "Egg Burger" prevents burn/pois on for 1 minute At proficiency ★★★, ad ding a "Tomato" to the "Tomato Burger" increases the chance of Secret Factors

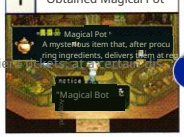
Using the Ingredient Procurement Facility

In various places around the world ther e are "Ingredient Procurement Facilities" t hat sell various ingredients. Here you rec eive a "Magical Pot" and, by handing over ingredients at regular intervals, Every few steps y ou take, ingredie nts will automati cally be delivere d to you.

Exterior of the Ingredient Procurement Facility

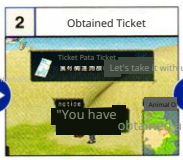
■Steps Until Delivery

1 Obtained Magical Pot



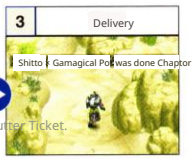
You receive it for free the firs t time you visit the facility.

2 Obtained Ticket



Obtain a ticket for the desire d ingredient from a treasure chest.

3 Delivery



If you hand the ticket to the facility, 6 will be delivered.

エンハンス
Enhance

"Enhance" refers to strengthening equipment using Enhance Points (herea
fter EP), which accumulate on equipment when you win battles. By doing t
his, you can create equipment tailored to your preferences.

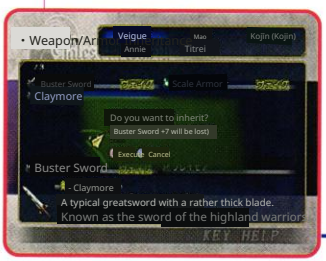
1 Use of equipment
Using equipments

First, equip the weapon or armor you want to stre
ngthen and win a battle to accumulate the EP requ
ired for enhancement. EP will not accumulate for e
quipment that is not equipped or for the equipment of allies who did not participate in the battle.

2 Equipment Enhancement
Enhance equipment

When EP has accumulated, select "Enhance" from
the menu screen. Then choose the parameter yo
u want to strengthen from the four parameters a
ssigned to the equipment, and consume EP to per
form the enhancement. The name of an enhance
d piece of equipment will have a "+○" indicating t
he number of enhancements. Also, after enhanci
ng several times, the equipment's latent "Potenti
al" will awaken. After awakening, it becomes poss
ible to further strengthen the "Awakening Rate."

3 Inheritance
Succession



At the weapon shops in each town, you can inherit
an enhanced piece of equipment for free to an une
nhanced, uninherited piece of equipment in the sa
me category. The original equipment will disappear, but the new equipment's performance will be boosted.

Occurrence of Irregularities

When performing inheritance, there is an extremely small chance that a phenomenon called an "irregular" will occur, allowing the creation of an incredibly powerful piece of equipment that is not sold in shops.

▶ P.117

Basics of Enhancing

EP can be obtained in unlimited amounts by winning battles, through the mechanism shown in the table on the right. However, the number of times a piece of equipment can be enhanced is fixed, so it cannot be made infinitely stronger. Also, the EP required for the first enhancement varies by equipment. This consumed EP increases by 1 each time you enhance, so prioritize raising the items you think are necessary first.

■EP Acquisition Amount by Character

Character Name	Weapon	Armor
Veigue	4	2
Mao	3	3
Eugene	2	4
Annie	1	5
Titrei	6	0
Hilda	5	1

■Acquiring EP

●Members who participated in battle receive a certain amount of EP (see table at bottom left) ●BONUS EP is given to all participating members according to the MAX HIT count ●Up to 200 EP can be stored in a single piece of equipment

■Parameters that can be enhanced

Weapons

Slash attack power, Strike attack power, Magic attack power, FG recovery power, Awakening rate (after latent ability awakening)

Armor

Slash Defense, Strike Defense, Magic Defense, HP Recovery, Awakening Rate (after latent ability awakening)

■Change in EP Consumption

Unenhanced

The number on the left is EP consumed
The number on the right is EP accumulated

One-stage enhancement

Consumed each time enhancement is performed
EP increases by 1 each

Latent ability awakening

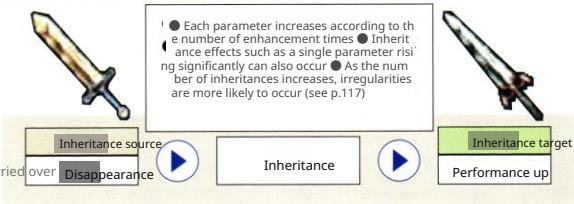
There are 32 types of latent abilities for weapons and armor respectively. All equipment has a latent ability, but which latent ability awakens is random and unrelated to the equipment's stats. In other words, equipment with the same name can have different properties. Once awakened, a latent ability activates during battle at its awakening rate.

■An example of latent abilities (see list on P.118, P.120)

Enhance new equipment through weapon/armor inheritance

Enhanced weapon/equipment (inheritance source) to the new ■Benefits of inheritance

When transferred to a weapon/armor (inheritance target), the new equipment's performance increases according to the parameters that had been enhanced and the number of times they were enhanced. However, if the enhanced equipment is far stronger than the new equipment, it may be a option not to inherit. Any leftover EP will be carried over

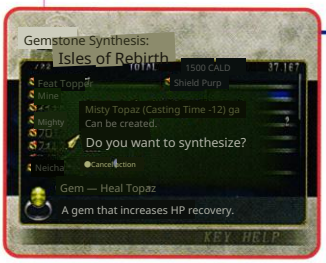

● Each parameter increases according to the number of enhancement times ● Inheritance effects such as a single parameter rising significantly can also occur ● As the number of inheritances increases, irregularities are more likely to occur (see p.117)
Inheritance source
Disappearance
Inheritance
Inheritance target
Performance up

宝石合成
Jewelry Composition

Gem synthesis combines two gems to create gems with different effects or higher performance. Because it consumes gald, it is not as easy to do as enhancements, but it cannot be ignored for character strengthening.

Compose at the Decor Shop

Composition



Gem synthesis can be performed at the ornament shop located in certain towns. When you select two gems to serve as the synthesis materials, the required Gald and the gem that can be created will be displayed. If that is acceptable, press the button to synthesize.

What are the rules of synthesis?

The results of gem synthesis follow certain rules. If you know them, you should be able to obtain the gem you want without wasting Gald.

P.426

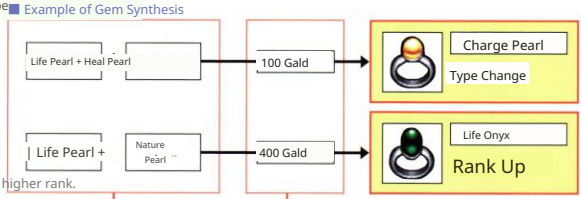
Rules for Gem Synthesis

There are 18 types of gem effects, and each type has six ranks. The gem's name is structured as "Type name + Rank", so you can tell its properties by looking at the name.

Only gems of the same type and same rank can be synthesized together. When synthesized, they either become a different type or promote to the next higher rank.

Gems can be synthesized. Synthesized gems can only be obtained by combining three.

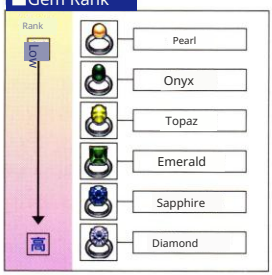
■ Example of Gem Synthesis

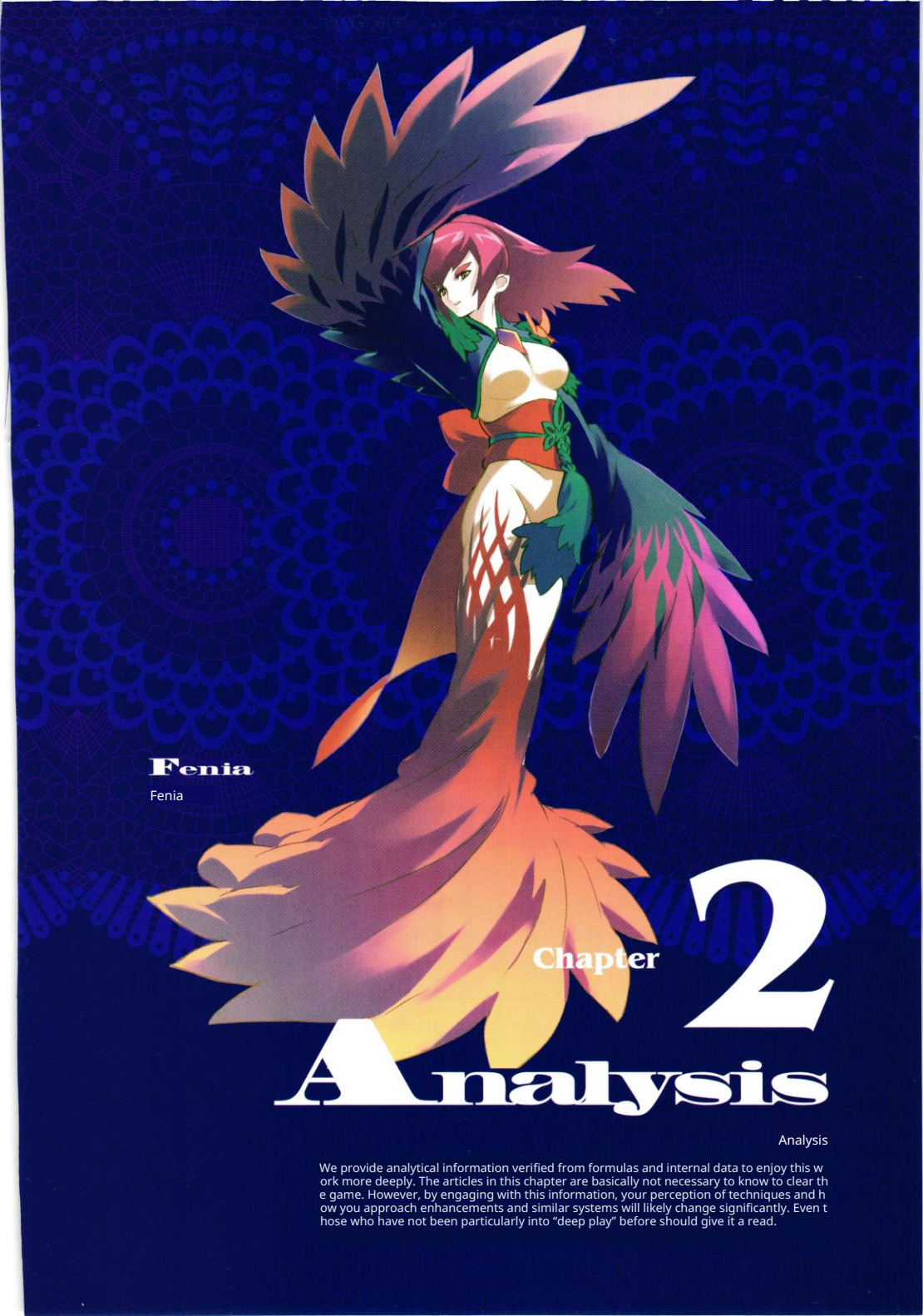

Life Pearl + Heal Pearl
100 Gald
Charge Pearl
Type Change
Life Pearl +
Nature Pearl
400 Gald
Life Onyx
Rank Up
Only gems of the same rank can be synthesized
The synthesis cost varies depending on the synthesis result and the ranks of the
Rank-up synthesis is more expensive than type-change synthesis.

■ Types of Gems

Type Name	Effect	Type Name	Effect
Feat	Increases slashing attack power	Muscle	Strike attack power increases
Shield	Increases slashing defense	Protect	Strike defense increases
Mind	Increases magic attack power	Resist	Magic defense increases
Heal	Increases HP recovery rate	Force	FG recovery increases
Life	Increases maximum HP	Nature	FG recovery on normal attacks increases
Medical	Increased HP recovery when defeating enemies	Mighty	FG recovery on defeating enemies increases
Break	Reduce enemy RG when enemies defend	Field	Increase duration of buff effects
Recover	Shorten the duration of reduction effects	Charge	Increase speed of Rush/Cool Charge
Misty	Shorten the casting time of spells/techniques	Bypass	Reduce stun duration

■ Gem Rank





Fenia

Fenia

Chapter 2 Analysis

Analysis

We provide analytical information verified from formulas and internal data to enjoy this w ork more deeply. The articles in this chapter are basically not necessary to know to clear th e game. However, by engaging with this information, your perception of techniques and h ow you approach enhancements and similar systems will likely change significantly. Even t hose who have not been particularly into “deep play” before should give it a read.

戦闘詳細解析
Battle Analysis

Here we introduce the mechanisms of various gauges and damage determination, and techniques derived from analyzing those mechanisms. If you only want to know the "c orrect answers," skim only the "Practical Techniques."

The Rush Gauge, which influences many elements

The level of the Rush Gauge (hereafter RG) has a large impact o n combat systems, such as determining damage and calculating H P recovery amounts. Fully understanding and mastering the RG ca n be said to be the first step in battle analysis.

There are many factors that cause RG to change, and the magnitu de of the fluctuation varies for each. Also, a value called the "impact value," which cannot be checked within the game, is related to the fluctuation range (see the table at the lower right).

■Differences in RG Variation Range Wh

Variation Range	Actions That Increase RG	Actions that lower RG
大	Increase with +	Lower with + ↓
	Your attack is blocked by an enemy	Backstep
	Hit an enemy with an attack	Guard against enemy attacks
	Receive an enemy's attack	Line movement
Small		Do nothing

■Other RG Changes

Status	RG Changes
Rush Burst	State of RG100. After about 7 seconds RG becomes 50
Cooldown	State of RGO. When hit by an attack RG becomes 50
Heat Poison	Continues to rise during Heat Poison, and remains high even after it is cured.
Freeze	At the moment you are frozen RG becomes 14
Panic / Stun	Recovering from a stun sets RG to 50
Burst Bottle	When used, it immediately triggers a Rush Burst

■ Change in RG fluctuation range due to impact value

Value assigned to weapons/techniques/Arcane Arts = Impact Value

Value assigned to armor = Impact Absorption Value

Values assigned to enemies = Impact Value, Impact Absorption Value

The magnitude of RG change when an attack hits / is received is determined by the attacker's Impact Value minus the defender's Impact Absorptio

POINT! The greater the difference in Impact Values, the more easily RG rises, and the smaller the difference, the less RG changes

Practical combat
Technique
It's important to keep RG around 50

Looking at the table on the right, the received dam ge rises.

Although higher RG, which increases by 2, may seem more da ngerous, having RG that is too low is also a concern. If it cools down while defending, you will become unable to defen d. In the end, it is best to keep RG around 50 and raise or lowe r it depending on the situation.

■Degree of Ability Change by RG

Ability Changes \ RG During Cooldown	0	Normal 50	During Rush Burst 100
Damage Dealt / Damage Received	×1.0	×1.1	×1.2
HP recovery amount	×2.0	×1.0	No recovery
When attacking / Enemy RG change	Only 0 / Decrease RG	×1.0 / Increase RG	×2.0 / Increase RG
Arts/Techniques and Mystic Artes / Casting time	×1.0	×1.15	×1.3
Status abnormality / Effect Duration	×0.5	From 1 to 99 / Uniform x1.0	×2.0
Consecutive Guard / Number of Possible Times	Not possible※	The higher the RG / Number of consecutive guards that can be performed	

※A guarding animation will play, but it will not block enemy attacks. However, forward guarding will function as normal and can block attacks.

Note that when adjusting RG, if you want to raise it, attack enemies; if you want to lower it, use backsteps to minimize openings.

When you performed a st rike, it's major damage En emies also have RG settings so the enemy's Rush It's a chance to give damage.

Damage is calculated using the attack type that is most favorable

Each character's attacks are assigned an "attack type. " There are three attack types: Slash, Strike, and Magic S trike, and the values for each type are determined by th e character's parameters and the performance of weapo ns and armor. The actual damage dealt is calculated for all three types regardless of the attack used, and the "hi ghest" of those values is applied. In other words, even if the Slash attack power is the highest, if the enemy's Sla sh defense is high, the damage will be calculated as Strik e or Magic Strike. ■ Damage formula

Ranged attacks are always considered Slash. There are also certain te chniques that are always Magic Strike, such as Titrei's technique Arrea (guided tele-infused arrows). Enemies have their attack types predetermined.

Base damage = The highest damage among the three below × Resistance modifier ※

SLASH 4 Slash damage = Attacker's Slash attack ÷ (Defender's Slash defense + 100) × 100

FLON 2 Strike damage = Attacker's Strike attack ÷ (Defender's Strike defense + 100) × 100

SPIRITO Magic Strike damage = Attacker's Magic attack ÷ (Defender's Magic defense + 100) × 100

If a weapon or skill has an element, the resistance modifier is determined by the defender's resistance type as follows:

Resistance modifier = Normal: ×1.0 Weak: ×1.5 Iron Body: ×0.75 Half ×0.5 : Guard: ×0.25

With Iron Body, the enemy does not flinch; with Guard, the attack is automatically defended against.

If there are two or more elements, only the resistance modifier with the higher multiplier is applied.

POINT! Resistance modifiers directly affect damage

Actual damage = Base damage × Attacker RG multiplier × Defender RG multiplier ※

RG multiplier = 1.0 + Rush Gauge amount ÷ 500 (1.0 ≦ RG multiplier ≦1.2)

The actual damage is multiplied by 1.0 with RGO and by 1.2 with RG100

※This damage calculation represents the first hit of a normal attack; the damage gradually decreases from the second hit onward.

Practical combat Technique

Hit the weak point if you want to increase damage

To increase the damage dealt to enemies, It is best to strike their weaknesses. Although it takes effort to pre pare weapons or talismans with attributes, the advantage of dealin g 1.5 times the damage is significant. Also, attacks where the ene my's defense is low ■Trends in each character's attack types

Character	Prideful Type	Possible depending on equipment
Veigue	Slash (斬撃)	Strike (打撃)
Mao	Spell Strike (術撃)	Slash Strike
Eugene	Slash	Strike (打撃)
Annie	Strike	Slash・Spell Strike
Titrei	Strike (打撃)	Slash
Hilda	Spell Strike (術撃)	Slash (斬撃)

There is also a way to attack using the Strike type, but each charact er has a preferred type. Although a very small number of rare equipment p ieces (three items) can dramatically change a character's preferred type, in ge neral it is recommended to change the attribute rather than the type.

Raising RG to increase damage How to increase it, also increases the damage you receive, so there is a risk.

HP recovery amount that changes drastically depending on the situation

There are five types of HP recovery methods during battle as shown on the right, but the only time you can obtain a fixed recovery amount at a certain ratio is when using an item. HP recovery amounts from sources other than items are calculated using the formula below, and by paying attention to fixed recovery values and RG values, you can obtain greater recovery amounts. If you understand this mechanism and recover HP efficiently, you will be able to proceed through battles more safely. ■ HP recovery formula

■ Methods of HP recovery

- Use an arts/technique while FG is fully restored
- Deliver the finishing blow to an enemy
- Enter Annie's Solo Fole Circle
- Use an item
- Receive distribution from allies (see next page)

Base value = HP recovery power × fixed recovery value × 0.75

HP Recovery Power = the sum of the character's own HP recovery power and the armor's HP recovery power

Fixed Recovery Value = Recovery by Artes: the "HP Recovery" value in the arte's parameters × 10

HP restored on enemy defeat: Enter the Arcane Circle to recover: 4

POINT! The fixed recovery value directly affects the HP recovery multiplier

HP Recovered = Base Value × RG Modifier × HP Modifier × FG Modifier × Party Level Modifier + 2000

RG correction = (100 - Rush gauge amount) ÷ 50 ※ If RG is 100 it becomes "×" and you do not recover at all

HP Modifier = normally "×1"; when HP is at or below one-quarter, it becomes "×1.25" to increase recovery

FG Modifier = 1 + (number of accumulated FG × 0.05). The more FG accumulated, the greater the recovery.

Party Level Modifier = - Party Level ÷ 2 + 20 ※ The stronger the enemies, the greater the recovery amount.

Party Level = {Average level of allies × (Number of party members + 9) ÷ 10} -
Highest enemy level × (Number of enemies + 19) ÷ 20}

Practical combat **Technique**

Increasing the fixed recovery value improves HP recovery efficiency

To increase HP recovery efficiency, HP

There are two options: increase HP recovery rate or a fixed recovery value. As for HP

even if you reinforce it with equipment, character differences are large, so

recovery efficiency hardly changes. On the other hand, the fixed recovery value

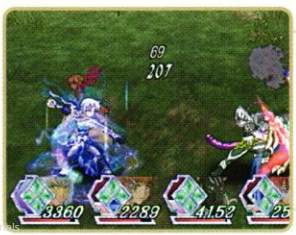
greatly varies depending on the technique used, and that value dire

ctly multiplies the amount of HP recovered. In other words, by frequently using techniques with a high "HP Recovery" value,

recovery efficiency will increase dramatically.

■ Character differences in HP recovery capability

HP Recovery Power	No armor	When equipping ar
Large	Titrei	Titorei
	Mao	Mao
	Hilda	Veigue
	Annie	Annie
	Veigue	Hilda
Small	Eugene	Eugene

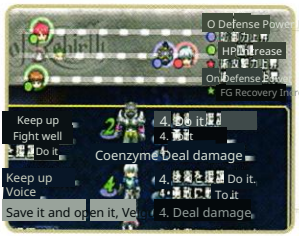


to recover a large amount of HP at once.
It is also important to use
to lower it sufficiently bef
ore using a technique when you want to recover

All alchemy techniques restore HP
Set as a recovery item ha
s a high value. In emergencies,
place is also good.

HP recovery amounts are distributed by formation effects

Formation effects exhibited based on the relative positions in the formation not only boost the abilities of affected characters, but also have the effect of distributing HP recovery amounts when using non-alchemy arts/skills and when defeating enemies. Although distributing makes your own HP recovery amount smaller and may seem risky, when allies recover HP it is a major advantage that some of that recovery is distributed to you. Because teammates heal each other mutually, the result is that the HP of all members can be maintained at a higher level.



If the HP recovery amount [illegible] s are separately allocate [illegible] d for Gene, Mao, and Annie in this case, Veigue and Yu [illegible] will be distributed.

■Calculation of HP Recovery Distribution Amount

When the user's HP is reduced

Caster → HP (Amount healed) → Other party members

25% each to allies
Remaining after distribution

Uniform 25%

Number of people affected	Distribution to the Activator	Amount Distributed to Allies
0	100%	–
1	75%	25%
2	50%	25%
3	25%	25%

When the caster's HP is fully restored

Caster → HP (Amount healed) → Other party members

All
Given to allies

Divide 100
% by the number of people

Number of Affected People	Distribution to the Activator	Distribution to Allies
0	0%	–
1	0%	100%
2	0%	50%
3	0%	33%

The number of people whose formation effect with the activator is in effect and whose HP is reduced.

Notes on HP recovery distribution

The actual HP recovery amount for other allies equals "distributed HP recovery amount × RG modifier"
In other words, even if RG is 100 and distribution occurs, HP may not recover at all

Practical combat

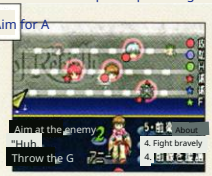
Arrange formations with HP recovery distribution in mind

Technique: If you want to make use of HP recovery distribution, form a formation centered on a character with high HP recovery power or high HP-recovering artes. Annie is well suited for the center, because the HP recovery of her artes is two to three times higher than other characters'. Note that the example shown on the right does not take the formation effects themselves into account, so please be aware of that.

In boss battles where ev [illegible] eryone is at risk of taking damage it can be g [illegible] Consider placing them in a decisive formation.

■Placement Example Emphasizing HP Recovery Allocation

Aim for A



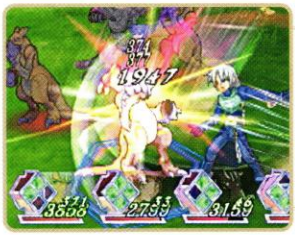
Formation centered on Annie. Attack frequency becomes somewhat higher, so it's better if you control Annie yourself to make it work well.

B

Eugene's HP recovery is hopelessly low, so Annie is positioned to cover his healing. The other two members rely mainly on self-healing.

If you just raise FG recovery power, the gauge will recover faster

The main methods for recovering the Fole Gauge that affects the effectiveness of arts and techniques (hereafter FG) are "natural recovery," "recovering by performing normal attacks," and "recovering by defeating enemies." In all cases of calculation, the only value the player can influence is FG recovery power, so simply raising that will make FG recover more quickly. While you cannot see FG as a numeric value during battle, the effect of FG recovery power is definitely in effect. If you want to use arts and mystic artes frequently, choose armor and gems that emphasize FG recovery power.



It also leads to strengthening. The number of uses increases, and if you speed up FG recovery from HP regained by defensive skills, you can use artes

FG recovery formula

1. Natural recovery case

FG recovery per 1 second = 0.2 × (FG Recovery Power + 100) ÷ 200 × 60

FG Recovery = The sum of the character's own FG recovery and the weapon's FG recovery

60 (coefficient) = 0.2 × (FG recovery + 100) ÷ 200 is 1 frame

Recovery amount per (1/60 second)

Therefore, multiplying by 60 gives the recovery amount per second

FG recovery refers exclusively to FG recovery stat

2. When recovering from normal attacks

FG recovered per hit = (4 - number of attacks) × 3 × (FG recovery + 100) + 200

Example calculation

Normal attack 1st hit = 3 × 3 × (FG recovery + 100) ÷ 200

Normal attack 2nd hit = 2 × 3 × (FG recovery + 100) ÷ 200

POINT!

FG is recovered the moment an attack is launched, so FG can be restored even on a miss

Only the FG corresponding to the direction key pressed during a normal attack will be recovered

3. When recovering by defeating enemies

FG Recovery Amount = FG Recovery Power × 0.1

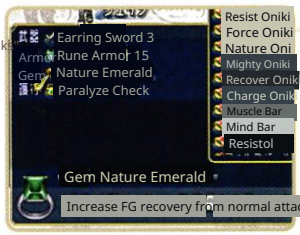
Practical combat

Technique

How to set up so you don't waste healing from normal attacks

Of the three FG recovery methods, the one whose recovery amount can be controlled by technique is "performing normal attacks."

It is when you "recover by doing so." How to control it is simply to align the direction you usually use for normal attacks with the direction in which you set the special technique s you frequently use. By doing so, the flow of "consume with a special technique → rapidly recover with normal attacks" can be carried out without conscious thought.



Increase amount "Nature" FG recovery from normal attacks

When you equip a gemstone of the ... type, More effective

Example of skill set

When frequently using mid-level attacks with A Eugene

UP	Heavenly Thunder Spear
FRONT	Rending Charge Spear
BACK	Tempered Steel Body
DOWN	Whirlwind Spear

From a distance, use long-reach mid-level attacks to recover FG, then repeat the sequence "Rending Charge Spear" → Special Move.

When frequently using low attacks with B Titorey

UP	Thunderous Rending Break
FRONT	Fanged Combo
BACK	激・Instant Kill Combo
DOWN	Jupho Flash

Can safely attack from long range, but "Jupho Flash" consumes a large amount of FG. This is an example set that makes it easier to recover FG for that "Jupho Flash".

Different FG consumption calculations for skills and artes

FG consumption calculation is simple but has some quirks. That is, while the on-screen gauge represents 0–100%, the FG itself can be calculated into negative values. In particular, when using an ultimate/art, FG can drop significantly into the negative, causing the FG to appear to remain at 0 for a while. Incidentally, even if FG is negative, FG recovery is calculated the same way, so the techniques introduced on the previous page are effective whether you used a skill or an ultimate/art.

It doesn't change much. Can be used when the gauge is blue and when it is full. Even if FG is negative, the technique can be used. The effect is the same.

FG consumption formula

1 When using a technique

FG after using a technique = -20

Regardless of the technique's FG cost or the amount of FG immediately before use, for any character in any situation it becomes "-20".

2 When using an ultimate technique (Mystic Arte)

FG after using an ultimate = FG cost of the technique that was set for the ultimate + FG cost of the ultimate - 20

After using an ultimate, FG becomes greatly negative, making it appear for a while as if FG is not recovering.

Example calculation: Skill: Gouretsuha (FG cost 140) with the Mystic Arte: Hizou Goushouga (FG cost 380) set,
FG after using the Mystic Arte = 140 - 380 - 20 = -260

Note that if FG is at -20 or below (i.e., for a while after using an ultimate), and a technique is used, the following calculation is performed

FG after using a technique = (FG before use - 20) ÷ 2

In the earlier calculation example, FG after using Hizou Goshouga was -260
In this state, if you use Gouryokuha
FG after using Gouryokuha = (-260 - 20) ÷ 2 =140
In other words, you recover as much as 120 FG in an instant!

POINT! This FG-recovery method is more effective the larger the negative value

Practical combat Technique

After an ultimate, recover FG by "using a technique"

Please pay attention to the above formula ■ Verification of Effectiveness

力 Equation number three. This equation shows the rule that when FG is negative, using a technique actually causes FG to recover rather than decrease. This FG recovery method is more effective the larger the negative FG value is, but when it reaches around -80, recovering via normal attacks becomes more effective. Therefore, set a special move with high FG consumption together with techniques that consume little FG, and after using the special move, use the techniques two or three times — this is effective. In actual testing, compared to using no recovery methods, recovery was achieved in about half the time.

Condition: Veigue's Special Skill: Phantom Dragon Slash (FG cost 210) to Secret Skill: Crushing Dragon Shadowless Sword (FG cost 800) set
When FG recovery is 320

Special Skill: After using Dragon Shadowless Swo... Do nothing	Time until FG fully recovers
	About 30 seconds
Use normal attacks to recover FG	About 23 seconds
After using "Phantom Dragon Slash" twice, use a normal attack to recover FG	About 16 seconds

The special effects of Fole Cubes change drastically with level ups

When you grow the apex of a Fole Cube (hereafter FC) to raise the level of its special effect, that influence steadily becomes greater. There are even combos that become multi-hit only when the special effect reaches a certain level. Even if you don't understand the effects at first, steadily strengthening them will surely prove useful.

Note that the counters for each special effect continue to increase even after the effect level (number of ★) reaches 4. If they reach up to 9990, the initial awakening rate of equipment increases slightly (see p.116).

Shiryūsan Secret Technique Ryūmu-eiken (Dragon Shadowless Sword)

Ideally make it possible to respond and prepare so that various situations can be handled, cultivating many special effects

Rules for FC

1. When a technique is used with FG fully restored, the apex special effect is triggered
2. When a technique is used with FG fully restored, the counter for each special effect increases by 1
3. When a counter accumulates a certain amount, the special effect level increases (see table on the right)

■ Number of skill uses required to level up an effect

The count for each special effect is
A: The count of that special effect itself
B: Among the eight special effects, the lowest count
Count = A + B × 2

When this count reaches the number below, the effect level increases

Level	1	2	3	4
Number of times	50	200	500	1600

POINT! It is better to evenly raise all special effects so that you can increase effect levels with fewer uses

List of apex special effects (in Japanese syllabary order)

Special Effect Name	Usable Character 1 Vuemayu			Usable Character 2 Tehi			Effect	Changes by Effect Level Level 1	Level 2	Level 3	Level 4
Aiming							The arc magic circle tracks the caster's target			Tracking speed increases	
Extra							The arc magic circle's "duration" becomes longer	×1.15	×1.30	×1.45	×1.60
Gambit			○				Reduces the enemy's magic defense	×0.8	×0.75	×0.7	×0.65
Cool	○				○		Lower your RG	−5	−10	−15	−20
Supply					○	○	Restore a certain amount of other FG	10	20	30	40
Support			○				The "effectiveness" of the arc magic circle increases	+5	+10	+15	+20
Sheive	○						Reduces the enemy's defense	×0.8	×0.75	×0.7	×0.65
Shoot					○		Performs additional shots; number of simultaneous projectiles increases as level rises	1 shot	2 shots	3 shots	4 shots
Sway					○		Backstep after attack; duration of invulnerability (stagger/armor) extends as level rises	+4	+8	+12	+16
Stun	○	○	○				Lowers the enemy's RG ※2	−5	−10	−15	−20
Special	○	○			○		Reduce the RG required to unleash special techniques	−15	−30	−45	−60
Damage			○			○	The number of magical technique "Attack" increases※3	×1.1	×1.2	×1.3	×1.4
Drain		○				○	Inflicts a status ailment on the enemy; activation rate increases as level rises	24%	32%	40%	48%
Burst		○	○			○	Increase the enemy's RG ※4	+5	+10	+15	+20
Heal	○	○		○	○		The number of magical technique "HP Recovery" increases	×1.2	×1.4	×1.6	×1.8
Fast	○			○			Reduced "rigidity" of techniques/skills ※5	−6	−12	−18	−24
Physical				○			An attack hitbox is applied to the arc magic circle; number of hits increases as level rises	1 Hit	2 Hits	3 Hits	4 Hits
Blast							○ Decreases the enemy's magical attack power	×0.8	×0.75	×0.7	×0.65
Break			○				Reduces the enemy's stagger time	−14	−20	−26	−32
Blow						○	Knocks enemies away			Increases the distance enemies are knocked back	
Float			○				Launches enemies into the air			Increases the height enemies are launched	
Block				○			Increases the "Defense" of formation techniques	1 shot	2 shots	3 shots	4 shots
Hold			○				○ Extends enemies' hit stun after being hit	+6	+12	+18	+24
Misty		○					The casting time of artes is shortened	×0.92	×0.84	×0.76	×0.68
Mental	○	○			○	○	The number of "FG" artes decreases	×0.91	×0.82	×0.73	×0.64
Liber	○		○				The duration of the "Steel Body" arte increases	+8	+16	+24	+32
Let				○			The arc magic circle pursues the activator			Tracking speed increases	
Reduce		○					Reduces the enemy's attack power	×0.8	×0.75	×0.7	×0.65
Wide				○			The arc magic circle's "radius" expands	×1.125	×1.25	×1.375	×1.50

※ ※1 V = Veigue, Ma = Mao, Yu = Eugene, A = Annie, Tenity Tray, Hi = Hilda.
※2 If this attack reduces the enemy's RG to 0 or below, it will stun them. ※3 After multiplying by the multiplier for each level, subtract "1".
※4 If this attack raises the enemy's RG to 100, the enemy's invincibility time is halved. ※It will not become smaller than 52.

Practical Techniques

Making Use of Special Effects: Recommended Edition

There are as many as 29 different apex special effects, and some players may be at a loss as to which to use and when. Therefore, here we introduce six easy-to-understand ways to use them. Early in the game, ■Recommended Special Effects (in Japanese syllabary order)

For now, raise these, and then gradually develop the other special effects. In addition to the ones below, raising "Fast," "Stun," and "Float" will also make it easier to build combos (see P.054–056).

Aiming

Annie's unique ability: the arc magic circle tracks Annie's target. Recommended in combination with "Charge Vint," which enhances FG recovery power.

Supply

Recovers a certain amount of FG for other techniques. The recovery amount is not very large, so combine it with techniques that consume little FG and use it repeatedly to gain its effect.

Special

Lowers the RG required to activate an Artes. The effect is quite significant, making it a useful special effect that lets you use Artes without forcibly raising your RG.

Damage

Increases the attack power of techniques. When the effect level reaches 4, it increases up to 1.4 times the normal value, and if you hit an enemy's weakness, it can soar up to 2.1 times.

Drain

Inflicts on enemies a status ailment that matches the attribute of the technique. Combine with “Arch Shade” to cause Panic, or with “Shining Ray” to aim for Paralysis.

Block

The magic circle will not be canceled until you receive several hits. It pairs well with ally-survival-related abilities like “Guard Vasser” and “Life Materia.”

Practical combat Techniques

Using special effects: Hard-to-understand effects

Among special effects, there are those whose effects are not visible, or whose numerical changes are hard to feel in practice. However, there are no special effects without a use. Every effect has situations where it is useful, so try various and experiment. In addition to the items below, various ability-reducing effects such as “Gambit” and “Blast” can also be hard to appreciate. These become more effective as enemies grow stronger, so try using them in the late stages of the game.

Cool

When you attack enemies continuously and your RG rises too much, this can be effectively used as a way to lower RG without pausing your attacks.

Shoot

The recovery time after the additional shot is too long, so you often get counter attacked. Use it in combination with an ultimate used at the end of a combo to add hit counts.

Repel

"Steel Body" refers to the invulnerability period that occurs the instant a technique is executed. If you extend this time, you can complete the technique without being stopped by enemies.

Let

Make use of the trait where the arc magic circle follows Annie; it's handy when you control Annie yourself. Produce the arc magic circle in a safe spot, then move to a position nea

コンボ技術研究
Combo Techniques

"Combo" refers to stringing together consecutive attacks without allowing the enemy to c ounter. This section explains the theory and techniques for constructing such combos. Fo r specific combo examples for each character, please refer to pp. 058–111.

The first step is to link attacks after an Ultimate

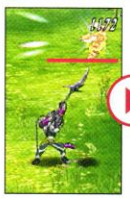
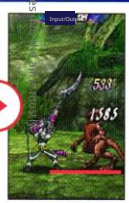
The basic combo is "Normal Attack → Special Skill → Ultimate." However, this alone limits you to aroun d 20 hits. To achieve longer combos, you must add f urther attacks onto the basic combo above. The met hods are either to follow up with your own attack aft er a magic/skill or Ultimate, or to have an ally attack before the enemy regains their stance. Relying on all ies under auto-control is unreliable, so focus mainly on chaining attacks yourself.

It is easier to conne ct/transition. If you are goi ng to attack afterward, coo rdinate with your allies' auto-controlled companions when supported by

Use launches to buy time for follow-ups

The reason you can't extend combos beyond the basic sequence is that the enemy recovers their stance. Theref ore, to aim for longer combos it's important to significan tly disrupt the enemy's posture. A simple way is to use ce rtain arts/skills that launch the enemy into the air. While airborne, the enemy cannot act until they land, making it easy to continue your attacks. However, remember that each enemy has a "weight" value, and launching-based combo s do not work on heavy enemies.

It is exerted. When G is fully recovered, the maximum is reached f

Weight	0	1	2	3	4	5
Buoyancy						
Explanation	There are very few moves that greatly launch enemies into the air—commonly called "launch techniques"—such as Veigue's " Flash Strike" and Eugene's "Heavenly Thunder Spear." Among them, I compared the launch results of			I found that the degree of launching clearly changes in stages depending on weight, and that when the weight reaches 5 th		

※ The enemy's weight is listed under "Enemies" starting on p. 382.

"Startup" and "Recovery" determine whether a combo is possible

When an attack lands, whether you or the enemy can act first depends on the attack's "recovery." There are two types of recovery: "self-recovery," which indicates your own recovery time, and "enemy recovery," which indicates the enemy's recovery time. Attacks also have a value called "startup," which is the time until the attack actually hits the enemy. Therefore, by making startup and self-recovery as short as possible and enemy recovery as long as possible, it becomes easier to string combos together.

■ Definitions of Startup and Recovery

Startup	The time from when a normal attack or technique is initiated until its hit detection appears.
Self-recovery	The time from when the attack's hit detection ends until you can act freely again.
Enemy recovery	The time until the enemy hit by that attack can act freely again.

※Each time is calculated as "1/60th of a second".

Use attacks with fast "start-up" as linkers

The start-up value is not displayed in the game, but it exists not only for artes and mystic artes but also for normal attacks. The basic principle of combos is to attack before the enemy regains their stance, so attacks with faster start-up are easier to link. Whether with normal attacks or artes, for follow-ups such as after launching an enemy into the air, try to use attacks with the fastest possible start-up. For the start-up values of each attack type, refer to the lists of each character's normal attacks, artes, and mystic artes on P.058–111.

If you want your allies' support, Long "暢連擊" or "牙連 Fast start-up and longer attack duration "Strike" is suitable.

"Stun recovery" can be adjusted by FC effects and technique

Start-up values are fixed for each attack method, but stun recovery can be adjusted by FC special effects and the player's skill. For example, adding the "Fast" effect to a launch move lets you attack before the enemy lands, and using "Hold" makes it easier to receive ally support. Also, performing a forward guard after an arte or mystic arte cancels the arte's motion and can significantly shorten your own stun recovery. This "forward guard cancel" is a technique essential for advanced combos.

■Stun Control

- Self-stun Reduction
  - Effect of Fast
  - If effect level is 4, it shortens by 0.4 seconds
  - Forward Guard Cancel
- The longer the stun of a skill/ultimate, the greater the effect
- Enemy-stun Extension
  - Effect of Hold
  - If effect level is 4, it extends by 0.4 seconds
  - Exploiting Weakness
- When exploiting a weakness, it is slightly extended

■Example of self-stun reduction by Forward Guard Cancel: Eugene's Heavenly Thunder Spear

Status	Skill activation / Attack hitbox disappears / In rigidity	Commentary
Normal		Normally, even if you launch an enemy into the air with "Heavenly Thunder Spear" and they land during your recovery, you cannot follow up yourself because
Advancing guard On cancel		By using an advance defensive guard to cancel the recovery from Heavenly Thunder Spear, you can perform normal attacks or arts to follow up before the

Know the biggest enemy of combos: invincible states

Even if you try to execute a combo based on the theories and techniques so far, there are times when your attacks stop hitting the enemy midway. This happens because the enemy's RG rises when it takes damage and reaches 100, entering a Rush Burst state. When a Rush Burst or similar situations occur as described below, the enemy becomes invincible for a short time and will not accept attacks. How to avoid this invincible state is the final challenge for connecting combos.

The enemy's RG is targetable
It's just before a Rush B
urst. When it starts flashin
g, you can tell from the gauge inside the brac

■ Times when invincible states occur

Rush Burst

For about 0.5 seconds from the moment you enter Rush Burst state, you become invincible. It may feel short, but it's enough time for the enemy to recover their posture.

Recovery from stun

While the enemy is stunned you can freely extend combos. However, the moment they recover from the stun there is about 0.5 seconds of invincibility, so you cannot expect to continue the combo beyond that.

Immediately after getting up

The instant the enemy rises from a downed state, they can take damage but it does not count toward hit numbers, and you cannot extend combos.

Suppress the enemy's RG to prevent a Rush Burst

If you keep landing consecutive attacks on an enemy, eventually its RG will reach 100 and trigger a Rush Burst. The countermeasure to consider is "how much you can extend the time until the Rush Burst occurs." The main methods include using FC special effects like "Stun" or freezing to reduce the enemy's RG by 2, lowering your own or using weapons with low impact values to make the enemy's RG rise more slowly. Each method is weak on its own, so use them in combination.

■ Methods to suppress the enemy's RG

Use "Stun"	As long as FG is accumulated, this is a reliable way to reduce the enemy's RG. Its drawback is that it cannot be used re
Freeze them	The effect of lowering RG to 14 is tremendous, but there is the problem that hit counts do not increase while frozen.
Lower your own RG	Use weapons with low impact values or lower your own RG, and target enemies with high impact-absorption values.

Evade invincibility duration by other means

Change your approach and deliberately trigger a Rush Burst to avoid the invincible state. First, put the enemy into the Heat Poison (fire poison) status. Trigger the Rush Burst early, then start the combo after the invincibility duration ends. This way, the enemy won't become invincible again until the Heat Poison wears off. Another method is to use the FC special effect "Burst."

■ Methods to avoid invincibility

Inflict Heat Poison	Put the enemy into Heat Poison with Mao's fire-element Artes plus effects like "Drain." The effect lasts for around ten seconds, so land your combo during that time
Use "Burst"	Use "Burst" to set the enemy's RG to 100 and shorten the invincibility duration. You may not be able to follow up in time yourself, but if an ally attacks, the combo can

6 This shortens the enemy's invincibility time by half, so the invincibility can become shorter than the enemy's stiffening, allowing combos to connect.

Combo XC possible only under specific conditions

Many multi-hit combos require specific conditions.

For example, conditions such as "enemy weight is 3 or less" or "when the enemy is large" may be necessary. Combos that depend on such conditions are not always practical, but they are worth trying if you want to update your combo count or maximum damage. Note that the combos listed below can reach tens of hits if the conditions are met. However, to perform "Mist-Ice Soar" (霧氷翔) you need the "Ice Demon Soul" obtained from a sub-event (see p. 355).

Equip the vessel. For weapons with low attack power, they may not defeat enemies. When you want to increase hit co

■Example combos in specific situations

"Mist Ice Soar" is a special technique that floats in midair and releases cold air that hits multiple times. Although it does not hit unless the enemy is large, it is powerful in both attack strength and number of hits.

Upon landing, execute the fast "Upper Slash" (+ button) to continue the combo. Be careful: if you delay even slightly, the "Upper Slash" will not connect.

Use "Mist Ice Soar" again. Repeating this sequence is all there is to it, but if you set up four "Mist Ice Soar" moves and do not increase FG recovery rate, FG recovery will not keep up.

Forcibly extend combos using items

If you aim for combos that prioritize hit count, it's also an option to rely on items. However, among those listed below, the \"Burst Bottle\" can be bought at the item shop, while \"All-Divide\" and \"Hourglass\" are found in treasure chests, dropped by enemies, or obtained through sub-events. ■ Examples of items useful for combos

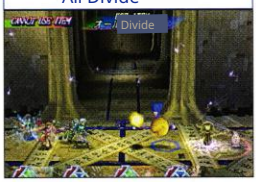
A rare item that cannot be obtained otherwise. Its effect is tremendous, so use it carefully to avoid waste.

Also, the user's recovery time after using the item is quite long, so have a character who is not participating in the combo use it.

Burst Bottle

RG becomes 100, and all FG recover by 200 each. Use this when you want to chain special FC effects like “Float” or “Stun.”

All Divide



The damage dealt to enemies is halved, allowing you to continue combos without defeating them. The effect lasts until used again, so you can use it at the start of battle.

Hourglass

Stops enemy movement for 5 seconds. However, note that some enemies are not stopped. While stopped, enemies cannot defend, so you can freely continue combos.

Veigue

He wields a greatsword with ease and possesses sword techniques that combine with his ice Fole. His abilities are average and he is an easy-to-handle character.

Abilities

An all-purpose character balanced in offense and defense

As the character everyone controls first, Veigue has well-balanced abilities that allow him to handle any situation. He also has many normal attacks and varied artes and mystic artes, making him adaptable for damage-focused or combo-focused playstyles. Because of this variety, mastering all his attacks is difficult. If you want to master Veigue, be prepared to stick with him from beginning to end.

The attack reach and movement speed also possess sufficiently high capabilities. The enemy and If fighting one-on-one, you probably won't fall behind in the first place.

Strengths

- Has a variety of attack methods usable in many situations, offering diverse ways to attack
- Both physical defense and magical defense are above average, with no defensive weaknesses

Weaknesses

- Has many water-attribute techniques and secret arts, so is weak against enemies strong to water
- Being an all-rounder makes mastering difficult

Level-based Parameters

LV	HP	Attack Power	Magic Attack Power	Defense	Magic Defense	HP Recovery	FG Recover
Increase Amount	71.0	4.5	2.0	3.0	2.5	3.0	2.0
5	714	30	20	30	30	30	70
20	1779	97	50	75	67	75	100
40	3199	187	90	135	117	135	140
60	4619	277	130	195	167	195	180
80	6039	367	170	255	217	255	220
100	7459	457	210	315	267	315	260

※"Attack" and "Defense" are shared between slashing and striking.
※"Increase amount" indicates how much each parameter rises with each level up.

Skill Arts・Secret Technique Acquisition Table

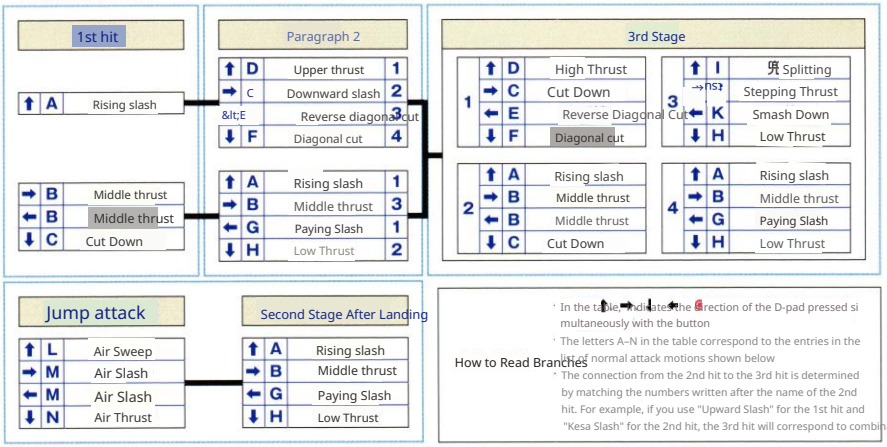
Arts/Techniques　Secret Skill

Learned from Event	Zetsu Ice Blade
LV1	
2	
3	
4	
5	
6	
7	Shunren Kō
8	
9	
10	Continuous Dust Splitting Ice Strike
11	Rippa Shock
12	
13	
14	
15	
16	
17	
18	Frost Fang Shattering Break
19	
20	Absolute Soaring Slash
21	
22	
23	Absolute: Mist-Ice Armor
24	Absolute Sky Rending Ice Strike
25	Breakthrough Consecutive Fang Thrust
26	
27	
28	Phantom Dragon Slash
29	Rending Dust Slash Wing Sword
30	Frozen Fang Dragon Shadow Blade
31	
32	
33	Absolute Sky Ram裂破
34	
35	Rending Dust Dragon Shadow Blade
36	Shadowless Thrust
37	Frozen Fang剣Shadowless
38	
39	
40	Phantom Demon Rending Fang Thrust
41	Collapse Dragon Ram裂破
42	
43	Absolute Instant Shadow Swift
44	
45	Phantom Demon Ram裂破
46	Absolute Sky Dragon Shadow Blade
47	
48	
49	
LV50	Phantom Demon Slash Soaring Sword
Learned from Event	Collapsing Dragon Shadowless Sword

Normal attacks Possesses a variety of sword techniques with no blind spots

Veigue has the most normal attacks among all characters, with 14 types. Some, like "Kabuto-wari" (Helmet Split), have slow startup and are hard to use, but overall they excel in startup and reach. Especially easy to use is the rising slash in the first hit, which has quick startup and wide range. From this you can branch into the second hit with "Downward Slash" or "Kesa Slash," and finish with either "Rising Slash" or "Downward Slash" to link into a skill. Also, "Smash Down," which knocks enemies down, is a te

The wide-ranged "Rising Slash." From here, as a starting point, br anch into the second hit with "Downward Slash" or "Kesa Slash," a nd finally use either "Rising Slash" or "Downward Slash" to connec t into a special move. Also, the "Smash Down" that knocks enemies down is a move t



How to Read Branches

- In the table, indicates the direction of the D-pad pressed si multaneously with the button
- The letters A–N in the table correspond to the entries in the list of normal attack motions shown below
- The connection from the 2nd hit to the 3rd hit is determined by matching the numbers written after the name of the 2nd hit. For example, if you use "Upward Slash" for the 1st hit and "Kesa Slash" for the 2nd hit, the 3rd hit will correspond to combination number 4

■List of Normal Attack Animations

A Rising slash

Startup 17 A main attack with quick startup and wide attack range.

B Middle thrust

Startup 19 Long reach is attractive. Hard to hit small enemies.

C Cut Down

Startup 20 S tartup is slow, but not both ersome from the second hit onward.

D Upper thrust

Startup 16 Has quick startup and is effective against tall enemies.

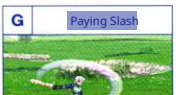
E Reverse Diagonal Cut

Startup 16 Because it slices without stepping in, it is somewhat awkward to use.

F 袈裟斬り

Startup 16 Occurs earlier and is easier to use than "Cut Down."

G Paying Slash



Startup 10 It has fast startup, but unfortunately its reach is short.

H Low Thrust

Startup 17 Use this to stab low enemies and chain into a special move.

I 男 Cut

Startup 25 Has slow startup and is somewhat awkward to use.

J Thrust Lunge

男 Life 15 Has long reach, but is hard to hit against low enemies.

K Smash Down

Startup 7 The fastest attack; knocks down light enemies.

L Air Sweep

Startup 10 The wide range that allows attacks on enemies behind you is appealing.

M Air Slash

Startup 12 The attack range is narro appeals "Air Swipe".

N Air Thrust

Startup 14 For short enemies, use a jump attack like this.

* "Startup" refers to the time from when a button is pressed until the attack becomes active. The smaller the value, the faster the move comes out.

S-rank Arts: Good balance of attack power and hit count

Veigue's arts have a limited attack range, but each move has respectable attack power and hit counts, making them usable against most enemies. Among them, the mainstays are the early-game skills "Shunrenjin" and "Reppa," which are easy to handle because they have fast startup and no awkward movement. Conversely, moves with peculiar motions like "Zesshouzan" and "Genryuuzan" can leave you vulnerable to enemy counterattacks if you use them without understanding their characteristics, so be sure to read the explanations carefully and learn the proper situations to use them.

Supplementary Item Entries

Attack Power: The strength when the first hit of a normal attack is set to 100
Shock Value: The higher this is, the more easily the enemy's RG increases
Startup: Time from pressing the button until the attack hit is registered
Stun Resistance: Time during which the character does not flinch when hit by an enemy attack
Recovery: Time after the attack ends until you can move again
Hits: Maximum number of hits. May vary depending on enemy size, etc.
Range: The attack's reach as seen from above, shown with diagrams and text
*Units for Startup, Stun Resistance, and Recovery are 1/60th of a second (frames).

■ List of Arts/Techniques (order shown in-game)

Absolute Ice Blade
Zechyojin

Required Level: Event

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	200	100	15	12	1 Line
	Activation	Bronze Body	Stiffness	Hit	
	26	8	18	2	

Notes: —

It has the Water attribute because it slashes with an icy blade, but its attack power is low and its startup is the slowest. Once you learn "Instant Combo" or "Retsuha-Shock" (裂破衝), you can swap it out in sequence. After that, it will shine in battles against enemies weak to Water. Also, since its FG consumption is very low, you can use it together with FC's "Heal" to help recover HP.

Rippa Shock
Reppa Sho

Required Level: 11

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	300	160	21	13	Adjacent Line
	Startup	Steel Body	Stiffness	Hit	
	11	6	24	2	

Notes: 1 Hit to Adjacent Lines

A two-stage slash against enemies in front that can also hit adjacent lanes. Its reach is rather short, but its attack power, FG cost, and startup are almost identical to "Shunrenjin," so it can be used in a similar way. Against enemies that are dangerous to confront head-on, a useful tactic is to have allies engage them while you keep using this special skill from an adjacent lane.

Shunrenjin
Shunrenjin

Learned at Lv: 7

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	270	130	12	9	1 Line
	Occurs	Bronze Body	Stiffness	Hit	
	8	4	22	4	

Notes: —

Due to its low FG cost, quick activation, and high number of hits, it is an excellent move that's easy for beginners to use. The first hit is a slightly lunging attack, so it can hit somewhat distant enemies without issue. However, note that the middle and upper thrusts do not hit short enemies. The special techniques that branch from this move are also easy to use.

Absolute Soaring Slash
Sesshōzan

Required Level: 20

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	350	180	19	12	1 Line
	Occurrence	Steel Body	Stiffness	Hit	
	18	10	16	3	

Notes: —

Leaps up while slashing at enemies. The attack has a very wide range and high power, but its only and greatest weakness is that you are completely defenseless while descending. It's best used after the number of enemies has been reduced. It's a quirky move, but the derived special techniques are all powerful, so you'll want to use it for the finishing blow to build up SP.

Fole Cube Explanation

Veigue combines easy-to-handle special effects like "Heal" and "Special" with combo-oriented effects like "Fast" and "Stun." For the early stages, the E combinations are recommended, as they offer a well-balanced mix of offensive and defensive effects that are easy to use. If you're aiming for combo (co-enbo?) setups, combinations C or D are good. In that case, many combos available to Veigue become possible by using "Fast," so D, which includes "Fast," is preferable.

List of apex special effects

Front	Fast	Rebel	Mental	Shape
	Self-hitstun reduction	Extend own Steel Body	FG Recovery Up	Enemy Defense Down
Back	Stun	Cooldown	Heal	Special
	Enemy RG decrease	Reduce own RG	HP Recovery Up	Mystic RG Reduction

List of Special Effect Combinations

A	Fast	Repel	Mental	Sheive
B	Mental	Shave	Heal	Stun
C	Heal	Stun	Special	Cool
D	Special	Cool	Fast	Liber
E	Heal	Special	Mental	Fast
F	Liber	Cool	Sheive	Stun

Phantom Dragon Slash
Genryūzan

Required Level: 29

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	400	210	24	9	
	Startup	Steel Body	Stiffness	Hit	
	6	9	24	3	1 Line

Note: Circles to the enemy's rear

A fast-starting special skill with high attack power and HP recovery—overall excellent. After the initial dash it has the characteristic of moving around to the enemy's rear, allowing you to escape even when surrounded by foes. However, there is also the risk of running into enemies, so be careful about spacing. If used from sufficiently far away from the enemy, it will attack without going to the rear.

Zetsu·Muhyoso (Zetsu·Muhyōsō)
Zetsu·Muhyōsō

Required Level: 24

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	–	450	50	–	
	Startup	Steel Body	Stiffness	Hit	
	–	–	–	–	
Notes	Alchemy (Can only be used when FG is fully restored)				On oneself

For 15 seconds, adds water attribute to all attacks and occasionally causes an additional freeze effect. Additionally, the effect of halving RG combined with strong HP recovery allows for substantial HP restoration. If used late in the game with reduced RG, you can expect HP recovery exceeding 1000. It is also useful for emergency HP recovery.

Muei Shou
Mu Eishou

習得LV: 36

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	450	300	30	12	
	Startup	Steel Body	Stiffness	Hit	
	21	18	28	4	1 Line
Notes	–				

Since it steps back momentarily before slashing, it can be hard to land if normal attacks have created distance, but it compensates with overwhelming attack power. With a long Steel Body duration, enemies rarely interrupt the attack. Also, if you add the special effect "Fast" at level 3 or higher, you can follow up the technique with normal attacks or other special moves.

Absolute Instant Shadow Swift
Zetsu Shun'ei-jin

Required Level: 43

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	–	550	60	–	
	Startup	Steel Body	Stiffness	Hit	
	–	–	–	–	
Notes	Alchemy (Can only be used when FG is fully restored)				On oneself

For 12 seconds, dash speed becomes 1.5 times, and while dashing it grants effects that reduce Steel Body and RG. It has high HP recovery, and like "Zetsu: Kirihyōsō" it can be used as a means of HP recovery. The Steel Body trait during dash is useful when prioritizing enemies located deep in the battle field or when protecting the rear guard in a skirmish.

Ultimate Technique Unleash consecutive attacks on the enemy in front

Veigue's special arts, like his techniques, mostly attack the enemy facing him. They generally have a high number of hits, so you shouldn't have trouble racking up hit counts. In particular, moves that branch from "Shunrenjin" such as "Renjin Zanshō Ken" and "Genma Rengashō" trigger quickly, have sufficient attack power, and are easy to use. However, note that there are many special arts with strong quirks—some have slow start up, limited attack range, or large recovery gaps. Refer to the explanatory text and plan to learn the special arts that suit your preferences. ■ List of Special Arts (order shown in-game)

Supplementary Item Entries

Attack Power	Power when the first normal attack is set to 100
Impact Value	The higher this is, the more likely the enemy's RG will rise
Startup	Time from pressing the button until it hits the enemy
Steel Body	Time during which one does not flinch when hit by an enemy
Recovery Lag	Time until you can move after the attack ends
Hits	Maximum number of hits. There may be discrepancies due to the enemy's size, etc.
Range	Range of the attack as seen from above, shown with diagrams and text

*The unit for the duration of hitstun is 1/60th of a second (frame).

Renjin Seihyō Geki
Renzin Rehhyōgeki

Derived from: Zetsuhyojin (Absolute Ice Blade) Shunrenjin
Required Level: 10

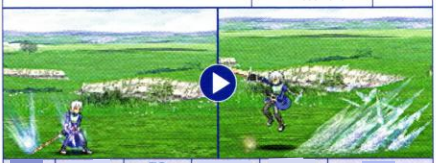
Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	460	320	25	9	1 Line
	Startup	Steel Body	Stiffness	Hit	
	19	12	24	5	

Notes —

After performing a thrust attack like "Shunrenjin," follow up with "Zetsuhyōjin." This consecutive-attack specialty move is very usable in the early stages and is effective for racking up hit counts. However, like the original technique, the "Shunrenjin" portion is difficult to hit short enemies, so use a different specialty move when facing small-sized foes.

Absolute Sky Rending Ice Strike
Zekku Rehyougeki

Derived from: Zetsuhyo (Absolute Ice) Zesshōzan
Required Level: 24



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	500	370	24	12	1 Line
	Startup	Stiffness	Stiffness	Hit	
	34	20	24	4	

Notes —

While performing an upward slash attack, it fires an icicle that reaches about one minute (approximately one character?) ahead in a straight line in front of you, hitting up to 5 characters. If multiple enemies are clustered along that line, it becomes a powerful special move that can damage all of them. In parties with few rear-line members, it can be used with a feel similar to a penetrating magic attack.

Frost Fang Shattering Break
Touga Shou Reppa

Derivative: Absolute Ice Blade Rippa Shock
Required Level: 18

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	400	290	31	8	All lines
	Startup	Steel Body	Stiffness	Hit	
	35	24	24	4	

Note: Can attack all lines diagonally forward

Jumps up and slashes the enemy in front while reaching all lines. Shoots a V-shaped pillar of ice. However, its attack power and startup are at the lowest class, and it has significant drawbacks — for example, even if it hits an enemy directly in front, the enemy may be able to act first. Ideally, use it in manual control to whiff a special move so there is no enemy directly in front before using it.

Frozen Fang Dragon Shadow Blade
Tōgaryū Eijin

Derived from: Zetsuhyo (Absolute Ice) Phantom Dragon Slash
Required Level: 30

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	580	420	31	9	1 Line
	Startup	Steel Body	Stiffness	Hit	
	15	12	24	5	

Notes Move around to the enemy's rear

Freezes the enemy with an ice pillar, then charges to get behind them. Its attack power is moderate and the startup is fast, but like "Phantom Dragon Slash" it has the trait of moving to the rear, which creates a risk of being sandwiched by enemies after the attack. Use it only when there is a single enemy directly in front. After the attack, it's good to create distance by cancelling into forward guard.

Frozen Fang Shadowless 剣
Tougamu Eiken

Originating from	Required Level
Zetsuryō	36
Muei Shou	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	640	500	33	9	
	Startup	Steel Body	Stiffness	Hit	
	26	20	24	6	
Notes	—				1 Line

Unleashes a three-hit consecutive attack of slash→cut-down→thrust. Has a long steel-body duration, so it's rarely interrupted, but its activation is somewhat slow. Quickly follow up from a special move if possible.

Renzin Ryūeijin (Renkashin Dragon Shadow Blade)
Renzin Ryuu Eijin

Derived from	Required Level
Shunrenchin	35
Phantom Dragon Slash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	640	460	33	5	
	Startup	Steel Body	Stiffness	Hit	
	19	12	24	9	
Note: Circle around to the enemy's rear					1 Line

Stabs the enemy nine times in succession, turning to their re ar on the final thrust. A secret technique suited for combos bo asting an outstanding hit count. Some thrusts may miss shorter opponents, so pay at

Breakthrough Consecutive Fang Thrust
Shouharengashou

Derived from	Learned at Lv
Shunrenma	24
Rippa Shock	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	540	350	29	5	
	Startup	Steel Body	Stiffness	Hit	
	18	12	24	4	
Notes	Blow enemies away				1 Line

After slashing with "Rippa-sho" (Rippa Shock), follow with two long-reaching thrusts. A main early-game special technique that excels in high attack power and quick startup. Note that the initial Rippa-sho hit cannot attack an adjacent line.

Genma Rengashou
Genmaren'gashou

Derived from	Required Level
Shunrenchin	40
Mueishou	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	700	500	35	7	
	Startup	Bronze Body	Stiffness	Hit	
	11	20	24	8	
Notes	—				1 Line

A sequence of 8 consecutive attacks — an overall high-perform ance special technique. Recommended for racking up hit counts i n the late game. If combined with "Fast," it is possible to follow up the special with the FG

Rending Dust Slash Wing Sword
Ren Gin Zan Shou Ken

Derived from	Learned at Lv
Shunrenchin	29
Zesshōzan	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	580	420	31	14	
	Startup	Steel Body	Stiffness	Hit	
	17	12	24	6	
Notes: Knock down light enemies					1 Line

From "Shunrenjin": connect an upward slash → upward slash → downward slash. It should help rack up hits in the mid-comba t stage. Light enemies will be knocked down by the downward slash, making follow up attacks difficult but is a drawback. Use the ability to bring enemies in adjace

Zekku-sho-reppa
Zekkūshō Reppa

Derived from	Required Level
Rippa-sho	33
Absolute Soaring Slash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	640	460	33	13	
	Startup	Bronze Body	Stiffness	Hit	
	18	12	24	6	
Notes	—				Adjacent Line

This motion resembles releasing "Zesshōzan" twice in successi on and can also strike adjacent lines. It has high attack power, but its large recovery after attacking is a drawback. Use the ability to bring enemies in adjace

Character Analysis: Veigue

Hōryū Shōreppa
Hōryū Shōreppa (phonetic)

Derived from	Required Level
Rippa-sho	40
Phantom Dragon Slash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	700	500	35	14	
	Startup	Steel Body	Stiffness	Hits	
	2420		24	5	
Note: Circles around to the enemy's rear					1 Line

Slash through toward the enemy's back, then slash again in an X shape. It's attractive because it can hit multiple enemies in front at once, but the X-shaped slash does not land consecutive hits on enemies with weights.

Phantom Demon Slash Soaring Sword
Genmazan Shōken

Derived from	Required Level
Zesshōzan	50
Muei Shou	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	820	580	41	14	
	Startup	Bronze Body	Stiffness	Hit	
	18	20	24	7	
Notes	Greatly launches enemies into the air				1 Line

While spinning, slash enemies up into the air. Unlike "Zesshōzan", after the attack you can move sooner, leaving no opening. Moreover, if you add "Fast", you can follow up with a normal attack after landing.

Genma Shōreppa (Illusion Demon Burst)
Genmashōreppa

Derived from	Required Level
Rippa-sho	45
Muei Shou	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	760	540	37	12	
	Occurred	Steel Body	Stiffness	Hit	
	31	28	24	4	
Notes	–				Adjacent Line

Backstep to create distance and unleash a massive shockwave. It also affects adjacent lines, making it a valuable special move in the chaotic final stages of battle. Its activation is slow, but it can land on the enemy's rear and, at blinding speed, returns to the original position while slashing the foes. It can hit many enemies in a straight line in front and deal tremendous damage, but its startup is very slow, and it generally cannot be followed from a special move. Also, thanks to the steel body the character is not stopped by attacks before the charge, but if struck immediately after the charge ends, they will be halted. The key is to time the initial charge so it hits all enemies in front.

Collapsing Dragon Shadowless Sword
Hōryūmueiken

Derived from	Required Level
Genryūzan	Event
Muei Shou	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	950	800	20	2	
	Startup	Steel Body	Stiffness	Hit	
	54	52	8	10	
Notes	After secret technique, follow-up attack possible				1 Line

An arcane skill learned when Veigue's trial (see P.289) is completed; it is obtained at around level 45.

The executive hits are given by the Fast Blade, moving to the enemy's rear and, at blinding speed, returns to the original position while slashing the foes. It can hit many enemies in a straight line in front and deal tremendous damage, but its startup is very slow, and it generally cannot be followed from a special move. Also, thanks to the steel body the character is not stopped by attacks before the charge, but if struck immediately after the charge ends, they will be halted. The key is to time the initial charge so it hits all enemies in front.

Zekkū Ryūei Blade
Zekkuryū Eijin

Originating from	習得LV
Absolute Soaring Slash	45
Phantom Dragon Slash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	760	570	37	13	
	Startup	Steel Body	Stiffness	Hit	
	17	12	24	7	
Note: Circle around to the enemy's rear					1 Line

Connect from "Zesshōzan" to a powerful triangular slash. This ultimate technique, "Fu

If you apply the special effect of "Fast," a powerful combo of "Genryūzan" → "Zekkū Ryūei ha" → "Genryūzan" can be executed.

Extra Skill

Master the special techniques that change with talismans

Equip the talisman "○○'s Soul" obtained from the sub-event "Complete Old Man (see p.355)" and the special technique corresponding to each talisman will transform into a move familiar to series fans. The transformed techniques activate only when FG is fully restored; if FG is insufficient, the normal technique is used. Among the transformed techniques, recommended ones are "Senkōshō" (閃光衝), which can launch enemies and allow follow-up attacks, and "Kirihyōshō" (霧氷翔), notable for its high attack power. These are worth using even at the cost of a talisman equipment slot.

It is characterized by relatively high attack power. Its cost is low, and the transformed techniques all use FG. A similar move (Senkō-sho) can be obtained from the Soul of the Demon God.

■ Transformed Techniques Overview

Majin Sword
Majinken

Technique before transformation — Required talisman: Absolute Ice Demon | The Soul of the Demon God

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	250	120	1	10	1 Line
	Startup	Steel Body	Stiffness	Hit	
	31	8	20	2	

Note: Projectile

Senkōshō
Senkō-shō

Technique before transformation — Required talisman: Zeshiōzan | The Soul of Flash

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	420	160	5	10	1 Line
	Activation	Steel Body	Stiffness	Hit	
	31 11		20	4	

Note: Greatly launches the enemy

Wind God Sword
Fūjin-ken

Technique before transformation — Required talisman: Shunren-za | Wind God's Soul

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	290	120	2	10	1 Line
	Occurs	Steel Body	Stiffness	Hit	
	8	9	25	5	

Notes: —

Air Raid Sword
Kuushūken

Technique before transformation — Required talisman: Phantom Dragon Slash | Dragon Deity God

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	470	170	510		1 Line
	Activation	Bronze Body	Hard Commerce		
	7	24	8	3	

Notes: —

Tiger Fang Break Slash
Kogahazan

Technique before transformation — Required talisman: Rippa Shock | Soul of the Fierce Tiger

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	370	130	5	10	1 Line
	Startup	Bronze Body	Stiffness	Hit	
	14	10	20	2	

Notes: —

Mist-Ice Soar
Muhyoushou

Technique before transformation — Required talisman: Muei Shou | Soul of the Ice Demon

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	550	240	10	10	1 Line
	Startup	Pot body	Stiffness	Hit	
	29	32	8	5	

Note: Hard to hit short enemies

Character Analysis: Veigue

Recommended tactic: Defeat the enemy directly in front of you one-on-one

Veigue, who has well-balanced abilities and no defensive concerns, is unlikely to suffer fatal injuries from any enemy attack. However, because many of his attacks are effective only to the front, he becomes disadvantaged when surrounded by enemies. Therefore, one-on-one duels against powerful foes are probably the best way to utilize his abilities.

■Summary of Characteristics

- ●Well-balanced abilities capable of fighting flexibly
- ●Arts and Mystic Artes that are strong against foes in the front
- ●Many water-element arts and Mystic Artes; weak against enemies strong to water

Example Setup / Player-controlled: Take the lead and become the center of attacks

Veigue, who can deal heavy damage to enemies in front, is suited to always moving ahead of other frontliners and delivering the first strike to the enemy. If companions follow up while you are attacking, you can create a pattern where you follow up again during their follow-up. However, be careful: if you rampage without waiting for allies' support, you may suddenly end up surrounded by enemies and subjected to concentrated attacks.

■Preparations Before Battle

Arts/Techniques

Set the easy-to-use, short-gap artes "Shunrenjin" and "Reppashou" as the main options. In addition, equip "Genryu Zan" for escape when surrounded by enemies, and equip "Zetsu Kiri" and "Hyosou" for emergency HP recovery.

Set position	Technique name
UP	Phantom Dragon Slash
FRONT	Shunrenjin
BACK	絶・Fog Ice Gear
DOWN	Rending Shock

Rely on using artes only. Short-gap artes such as "Shunrenjin" and "Reppashou" when there is no ally support

Formation

Place to the right side of allies to receive a formation effect that increases either attack or defense.

If you include Annie in the memabin

Place her behind yourself and set the order to "Follow the vanguard".

Example setup / Set to Auto — used to stop the strong enemy's advance

Because he won't fall behind in a one-on-one fight with any enemy, have him hold enemies back so that powerful foes' attacks don't reach the rear line. Meanwhile, use the character you control to sweep away weaker enemies with a "Parse" (analysis) action. When assisting Veigue, use line movement to attack enemies from the opposite side of Veigue. To make this tactic effective, do not equip Veigue with moves that move him violently, such as "Genryūzan" (Phantom Dragon Slash) or special techniques derived from it.

■Preparations Before Battle

Arts/Techniques

and set a technique that can stop the enemy's movement for a long time. Techniques with large openings like "Zesshō" or "Zan" are out of the question.

Shunrenjin

Muei Shou

Formation / Strategy

Since you want him to hold the enemies in place, he must not be taken down quickly. Place him on the front line and use formation effects to raise either Defense, Magic Defense, or HP recovery power — that's best. Also, if you make him use "Reppashō," which can attack adjacent lines, place him on the center line to take advantage of that characteristic.

3. Guard
2. Stay Calm

Tactical Actions	Aim at the enemy in front of you
Attack Frequency	Fight with balance
Skill Conditions	Aim for initiative

If Veigue is surrounded by many enemies, he's in trouble. Immediately switch to the controlled character. Support him.

Chapter 1 Knowledge
Chapter 2
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Selected!

Practical Combo Collection

Combo Collection

1 | Early-Game Power-Focused Combos

Total Attack Power	Hit Count	Difficulty
1080	9	★

A standard combo using "Breakthrough Renga-sho" learned from level 24. There is nothing in particular to be careful about when executing it. However, the ultimate technique sends enemies flying afterward, making follow-up attacks difficult. For the ultimate part, you can swap it out as you level: at level 29 use "Rendustal Blade" and at level 40 replace it with "Phantom Demon Renga-sho".

Normal attack ×3 → Rippa Shock → Breakthrough Consecutive Fang Thrust

Do not use "Knockdown" which knocks enemies down, or "Helmet Split" which has slow startup.

If you prioritize hit count, you can instead use "Instant Rendustal" or "Shadowless Thrust".

Among the ultimate techniques you can learn early on, this "Breakthrough Renga-sho" is easy to use and recommended.

2 | Shadow Strike Rapid-Combo

Total Attack Power	Hit Count	Difficulty
2080	22	★

This is an easy yet powerful combo that combines the special effects of "Shadow Strike" and "Fast." Of course, the second "Shadow Strike" and the final Mystic Art can be swapped out for other arts or Mystic Arts if desired. Note that to prevent the enemy from entering Rush Burst, the key is to start the combo with your own RG lowered.

Normal Attack ×3 → Shadowless Thrust Normal Attack ×3 → Shadowless Thrust → Renga Rengashou

Combine this "Shadow Strike" with a "Fast" of effect level 3 or higher.

The second "Shadow Strike" can be the same gauge type as the first.

Pair the Mystic Art with "Special" to lower the RG required to activate the Mystic Art.

3 Collapse-Dragon Shadowless Sword Combo

Total Attack Power	Hit Count	Difficulty
2760	30	★★★

From the transformation skill "Flash Impact" connect to the ultimate combo by following it with the ultimate move "Honorable Collapse-Dragon Shadowless Sword." As preparation, give "Collapse-Dragon Shadowless Sword" the special effect "Special," and combine the "Stun" special effect with the mid-combo move "Shadowless Impact." Lower your own RG before starting the combo. Otherwise, the enemy will almost certainly perform a Rush Burst.

Normal Attack ×3, Flash Strike, Collapsing Dragon Shadowless Sword → Normal Attack ×3, Shadow Strike, Phantom Demon Renga-sho

"Collapse-Dragon Shadowless Sword" tends to miss against enemies that are not launched by Flash Impact or Shadow Strike.

After the final ultimate, immediately dash close to the enemy and begin follow-up normal attacks.

Enemies often perform a Rush Burst during the final ultimate, but it still has sufficient destructive power.

Mao

A Mystic who controls fire, wind, and darkness artes to strike groups of enemies at once. Additionally, he can handle close combat with his tonfa.

Ability: Demonstrates high potential at both ranged and close quarters

Basically, Mao is a magic-user, but compared to the fellow magic-user Hilda, the character's own magical attack power is somewhat inferior. Instead, he possesses spells with short casting times and, above all, has the great advantage of being able to fight in close combat using tonfa. Moreover, his movement speed is fast, so adjusting distance to enemies is second nature. He is not limited to casting spells from the rear; he can also fight like a front-line combatant, making him a distinctive character.

In terms of defense, his magic defense is across all characters. The highest among the characters, but its slashing defense is incredibly low. Strengthen this to make it harder to be defeated.

Strengths

- Can handle both long-range magical attacks and close-quarters combat
- High magic defense, hard to be defeated even by powerful enemy artes

Weaknesses

- Low HP and slash defense, fragile once they start taking attacks
- The effects of artes are peculiar and not very versatile

Level-based Parameters

LV	HP	Attack Power	Magic Attack Power	Defense	Magic Defense	HP Recovery	FG Recover
Increase Amount	52.0	2.75	4.0	2.0	4.0	3.5	2.5
5	473	21	50	30	50	30	80
20	1253	62	110	60	110	82	117
40	2293	117	190	100	190	152	167
60	3333	172	270	140	270	222	217
80	4373	227	350	180	350	292	267
100	5413	282	430	220	430	362	317

※ "Attack" and "Defense" are shared for slashing and striking.
※ "Increase amount" indicates how much each parameter rises with each level up.

Spell/Technique and Mystic Skill Learning Table

Arts/Techniques | Mystic Arte

[Learned via event	Flare Shot
LV1	
2	
3	
4	
5	
6	
7	Wind Edge
8	
9	
10	
11	
12	
13	Archshade
14	
15	Aiming Heat]
16	
17	
18	
19	- Burn Strike
20	
21	Negative Gate
22	
23	
24	Gale Slash
25	Gust Nail
26	
27	
28	
29	
30	
31	
32	F · Flame
33	
34	
35	
36	
37	Fearful Storm
38	■Bloody Cross
39	
40	
41	
42	
43	
44	
45	F · Enchant
46	
47	Disaster Roar]
48	
49	
LV50	
[Learned via event	Blazing Hearts

Normal Attack: Only one person can perform a 4-hit attack

Tonfa attacks deal 2 hits each time the button is pressed. In other words, although there are only 2 attack actions, the number of hits is 4, the highest among all characters. Additionally, the attacks occur very quickly, so there's little worry about being interrupted by enemy attacks, making it appealing that you can confidently mash buttons in any situation. Basic combos: for light enemies use "Launcher" → "Launcher"; for heavy enemies that are hard to float use "Mid Thrust" or "Cross Strike" → "Cross Strike".

Four hits are difficult. Attack When facing short enemies Fire twice. Wi the area "cross strike"

Enemies flying in the air are difficult to handle. Rather than forcing normal attacks, it's better to drop them by keeping your distance and striking with arts

■ Normal Attack Branch Table

1st hit		Paragraph 2		Jump attack	
↑ A	Launcher	↑ A	Launcher	↑ E	Aerial Rotating Strike
→ B	Middle thrust	→ D	Rotating Strike	→ E	Aerial Rotating Strike
← B	Middle thrust	← C	Cross Strike	← F	Aerial Downward Strike
↓ C	Cross Strike	↓ D	Rotating Strike	↓ F	Aerial Downward Strike

How to Read Branches

- In the table, ←, →, and ↓ indicate the direction of the directional pad to press simultaneously with the button.
- The A–F entries in the table correspond to the moves listed in

■ List of Normal Attack Animations

A Launcher

Startup 15

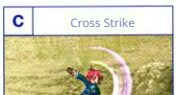
Slow startup, but can slightly launch enemies.

B Middle thrust

Startup 12

Short reach, but the start up is outstanding.

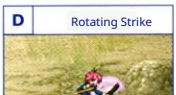
C Cross Strike



Startup 13

The attack has a wide range and can hit short (low-standing) enemies.

D Rotating Strike



Startup 20

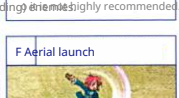
Its startup is rather slow, so highly recommended.

E Air spinning strike

Startup 16

Can only attack a narrow area in front of the user.

F Aerial launch



Startup 11

Has fast startup. This is the go-to jump attack.

Recover FG by whiffing a normal attack!

If a Mystic Artes is used when FG is not fully restored, its attack power drops significantly. Because these powerful moves are unleashed after a casting time, you want to use them when attack power is at its maximum. The issue then becomes FG recovery. If you exhaust FG by spamming Mystic Artes, don't just wait for FG to recover—use normal attacks to restore FG. However, attacking the enemy directly is dangerous, so recover by staying away and whiffing attacks.

If you want to recover by missing an attack, set the co mode to "Manual." If it is "Semi Auto," you will end up approaching the enemy.

For FG recovery from normal attacks, the first hit restores the most. Continuously using only the first hit allows FG recovery

* "Startup" refers to the time from when a button is pressed until the attack becomes active. The smaller the value, the faster the move comes out.

Arts and Techniques: Use differently in normal battles and boss fights

Mao can use three elemental artes: Fire, Wind, and Dark . The characteristics of each element are as follows: Fire ha s a balanced mix of attack power and attack range; Wind e mphasizes attack range and HP recovery; Dark focuses sol ely on attack power. Therefore, in normal battles with man y enemies, Wind is recommended, while in boss fights wit h few but high-HP enemies, Fire and Dark should be used primarily. Naturally, you should also adjust which artes yo u use based on the enemies' resistances.

Supplementary Item Entries

Attack Power: Damage relative to the first hit of a normal attack being 100
Blast Value: The higher this is, the more likely an enemy's RG will rise
Startup: The time from the end of casting until the attack's hit detection appears
Cast Time: The time from pressing the button until the arte activates
Recovery: The time after the attack ends until you can move again
Hits: Maximum number of hits. Variation may occur depending on enemy size
Range: The attack's reach as seen from above, shown with diagrams and text
* The units for Startup, Cast Time, and Recovery are 1/60 second (frames).

■ List of Arts and Techniques (in the order displayed in the game)

Flare Shot

Required Level: Event

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Fire	500	135	23	13	
	Activation	Cast Time	Stiffness	Hit	
	18	76	38	1	

Notes: —

1 Line

Learnable during the fight with Thoma in Soolz. It fires a small fireball, but its power is low and it won't even graze s hort enemies. Its strengths are the low FG consumption an d short cast time, making it a practical magic. Note that the secret art derived from this technique, "Negative Gate," is e xtremely powerful. You should earn enough SP early on.

Archshade

Learned at Lv: 13

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Dark	520	200	15	16	
	Activation	Cast Time	Stiffness	Hit	
	25	100	40	2	

Notes: —

All lines

Attacks all lines with the power of distortion. Among the s kills learned early on, it has the widest attack range and is e asy to handle. Because it consumes a lot of FG and has a lo ng cast time, making rapid repetition ineffective, you shoul d primarily use "Wind Edge" to compensate, and switch to " Arch Shade" when enemies are clustered.

Wind Edge

Required Level: 7

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	450	170	40	9	
	Occurrence	Casting Time	Stiffness	Hit	
	21	70	30	2	

Notes: Blows enemies back to the rear line

1 Line

Slashes enemies with blades of wind. Its attack power is lowe r than "Flare Shot," but it excels in casting time and HP recovery, and is also attractive for almost always hitting the target. Note that enemies hit by this technique are moved to the rear line. If you control the character yourself, aim for enemies on the rearmost line (those that will not move any further).

Burn Strike

習得LV: 19

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Fire	1120	370	48	20	
	Occurrence	Casting Time	Stiffness	Hit	
	60	158	42	4	

Notes: —

Adjacent Line

A guidance magic that drops three exploding fireballs from t he sky; the explosions after they land also register as attacks. Si nce the effect extends to adjacent lines centered on the impact points, the attack range is wider than it appears. The casting ti me is a bit long, but the attack power is correspondingly high. I t should be effective in battles against single powerful enemies.

Fole Cube Explanation

Mao, like Veigue, has well-balanced special effects. Considering that he is a Fole user, "Misty," which shortens casting time, is indispensable. Also, since focusing on Fole attacks makes it harder to raise RG, you'll want "Special" to make it easier to unleash Mystic Artes. Therefore, the recommended choice is a combination of C or F that includes these effects. If you choose C, you can also play a support role using "Drain," while choosing F lets you serve as a healer using "Heal"—take that into account when selecting.

List of apex special effects

Front	Reduce	Stun	Mental	Heal
	Enemy attack down	Enemy RG decrease	FG recovery increase	HP recovery increase
Back	Special	Misty	Burst	Drain
	Secret Art RG decrease	Casting time reduction	Enemy RG increase	Inflict status abnormality

List of special effect combinations

A	Reduce	Stun	Mental	Heal
B	Mental	Heal	Burst	Special
C	Burst	Special	Drain	Misty
D	Drain	Misty	Reduce	Stun
E	Burst	Drain	Mental	Reduce
F	Stun	Misty	Heal	Special

Gust Nail

Required Level 25

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	800	360	67	10	All lines
	Activation	Casting Time	Stiffness	Hit	
	41	145	40	4	

Note: Knocks the enemy back to the front line

"Wind Edge" (expanded version): slashes with huge blades of wind. It engulfs a wide area of enemies and has the effect of moving targets to the front line with each hit. It can sometimes interfere with combos, but this attack range is a major attraction. Also, its HP recovery is the best among Mao's arts. A considerable amount of healing can be expected.

F · Flame

Foles Flame

Learned at Lv 32

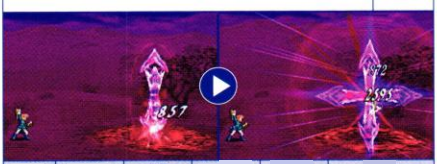
Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Fire	100	330	47	10	1 Line
	Startup	Casting Time	Stiffness	Hit	
	6	0	–	1	

Notes: Alchemy (Can only be used when FG is fully recovered)

Blasts enemies in front and behind with fire. It is an alchemy technique that hits twice at close range. Its attack power is the same as a normal attack, but its quick start-up and high HP recovery are top-notch. The knockback effect is also excellent, making it useful for emergency evasion when surrounded by enemies. Whether controlled manually or set to auto, you'll want to have one equipped.

Bloody Cross

Required Level 38



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
En	1420	430	30	26	1 Line
	Startup	Casting Time	Stiffness	Hit	
	33	140	48	3	

Notes: Lifts enemies

Pierces enemies with a Dark Cross, with an effect that slightly suspends enemies. It is a guided art with nearly ultimate-level attack power. However, it only hits once against small, heavy enemies. Consider the enemy's size and weight when deciding whether to use it. If this guided art is landed at close range, it can be immediately followed up with a normal attack (see P.075).

F Enchant

Flame Enchant

Required Level 45

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Fire	–	800	60	–	On oneself
	Startup	Casting Time	Stiffness	Hit	
	–	0	–	–	

Notes: Alchemy (Can only be used when FG is fully restored)

A hex that adds fire attribute to the weapon for 12 seconds and doubles the damage of normal attacks. That damage is powered up to rival Veigue and Eugene. In particular, it is extraordinarily strong against skeleton-type Vylas, which are weak to both strikes and fire attribute, so be sure to give it a try.

Artes: Use them according to the enemy's weak points

Like artes, mystic artes also have clearly divided attrib utes and characteristics. There are well-balanced Fire+ Wind artes, HP-recovery-focused Wind+Dark, and attack -focused Fire+Dark. That said, there is little practical diff erence in usability, so simply use the mystic arte that ex ploits the enemy's weakness. If no attribute hits a weak ness, use Fire+Dark, which combines high attack power with a short casting time, or Wind+Dark, which has a wi de attack range and is easy to land.

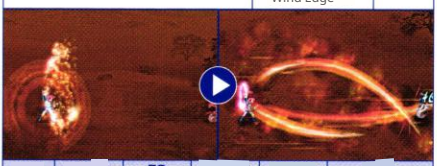
Supplementary Item Entries

Attack Power The strength when the first hit of a normal attack i s set to 100 Impact Value The higher this is, the easier it is to rai se the enemy's RG Activation Time Time from the end of casting to when the attack's hit judgment occurs Cast Time Time from pressing the button until the guided art activates Recovery Time Time after the attack ends until you can move again Hits Maximum number of hits. Variations may occur depending on t he enemy's size, etc. Range The attack reach viewed from above , represented by diagrams and text Note: Recovery time units are 1/60th of a second (frames).

■List of Mystic Artes (in-game display order)

Aiming Heat

Originating from	Required Level
Flare Shot Wind Edge	15



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind-Fire	1050	350	39	14	Around the target
	Activation 45	Chant Time 160	Stiffness 40	Hit 4	

Notes: The number of hits is prone to variation

Continuously fires fireballs to pierce the target. Stray b ullets can hit enemies nearby, so it's good to aim where enemies are clustered. However, under auto-control you won't be able to aim that well. To maximize the effect, th e best use is to manually control Mao and designate the t arget.

Gale Slash

Derived from	Required Level
Wind Edge Arch Shade	24

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind-Dark	900	400	75	14	All lines
	Activation 41	Chant Time 150	Stiffness 40	Hit 4	

Notes: Blows enemies back to the rear line

An ultimate technique that sweeps enemies with a gust af fecting all lines. It has the property of blowing enemies into t he back lines. Viewed positively, it's an excellent move for gr ouping enemies; viewed negatively, it disrupts combos. Espe cially for players who are not aiming for combos, the wide at tack range and HP recovery make it a very attractive ability.

Negative Gate

Originating from	習得LV
Flare Shot Archshade	21

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Fire/Dark	1200	420	19	12	Adjacent Line
	Generation 56	Casting Time 150	Stiffness 56	Hit 4	

Notes: Can hit up to 6 times

Opens a door to another dimension and drags enemies into the spatial distortion. Its attack power is extremely high, and because it almost certainly lands every hit, it delivers damage comparable t o higher-tier artes. It remains an effective artes even in the late ga me. The attack range reaches adjacent lines as well; targeting an enemy on the central line tends to engulf surrounding foes.
め、

Blazing Hearts

Derivative	Required Level
Burn Strike Gust Nail	Event

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind-Fire	1800	670	63	15	Adjacent Line
	Generation 60	Chanting Time 230	Hard Way 64	Hit 11	

Notes: —

Learned when Mao's Trial (see p.252) is completed. The re commended level is around 37. With high attack power and an attack range that forms a circle centered on the target, it can hit more enemies than it appears, making it easy to use. The number of hits is highest at the center, followed by verti cal/horizontal directions, and least on the diagonals.

Disaster Roar

Originating from Required Level

Burn Strike	47
Bloody Cross	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
	2500	600	18	10	
Fire/Dark	Startup	Chant Time	Stiffness	Hit	
	67	190	80	15	

Note: The effect range is random and applies to one of the lines; randomly one line

The phenomenal attack power and short casting time make it, in terms of data, undoubtedly the strongest Mystic Arte. The problem is its attack range: out of three lines it attacks one line "randomly". In other words, if you're unlucky it might hit a line with no enemies. Still, the 2500 attack power and as many as 15 hits are very attractive, and it would be a waste not to use it. There is no guaranteed way to make it hit, so try some clever uses—such as gathering enemies to the front line with "Gastynail" and then taking a big gamble by trying to wipe them out with "Disaster Roar"—to make the most of it.

Fearful Storm

Originating from Learned at Lv

Gust Nail	37
Bloody Cross	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
	1700	730	95	20	
Wind Pavilion	Startup	Chant Time	Stiffness	Hit	
	65	220	64	9	

Notes: Launches enemies

All lines

It spawns a tornado from the ground and deals damage to a wide area of enemies. Among techniques involving the Wind attribute, it is the only one that prevents enemies from changing lines, so it performs well in any situation. It also has an effect that lifts enemies, making

Regardless of which enemy you target, the attack range is a huge circle centered on the middle line, making it easy to hit many enemies. Its attack power is 100 lower than "Blazing Hearts," but that's within the margin of error. Considering its ease of landing and the additional effect of lifting enemies, this Mystic Arte is the sure choice for a main attack.

Extra Technique

Artes Caster's Casting Techniques

Here are some techniques that are good to remember when you control Mao or Hilda yourself in battle. The first is "casting cancel," which stops the chant of an Artes mid-way. It's simple: press a button (the guard button) while casting an Artes. This stops the casting and immediately switches you into a guarding state. When you control an Arte user, enemies often close in while you're casting—this technique is useful in such situations.

This technique lets you change the target during an Artes cast so that the Artes is fired at the new target. Start the casting, then take your time selecting the target. Finally, the third technique is "casting speed reduction." When using anything with casting time, such as Artes or Mystic Artes, input the direction key or left stick counterclockwise while casting: the character will glow, and each full rotation reduces casting time by 4 frames. This is especially effective for long-casting Mystic Artes, so be sure to use it.

Next, the second is "target change during casting." Usage example of target change during casting

"Beginning to cast 'Bloody Cross' toward a distant enemy. However...."

On closer inspection, there is an enemy approaching. Press the R1 button to change the target.

In this way, you stop the enemy's approach. Pull back to create distance and move on to the next action.

Recommended tactics: Effective at both ranged and melee combat

At long range, use fast-casting arts to harass and dis rupt the enemy by forcing them to move along the line with "Wind Edge" or "Gustineil." At close range, take a dvantage of "F·Flame" and "F·Enchant" to rampage. Du e to low HP and low slash/blunt defenses, the character is somewhat fragile, but you should have them perfor m actively regardless of distance to the enemy.

■Summary of Characteristics

- Short casting time for arts
- Can handle close-quarters combat with quick tonfa attacks
- HP and slashing/striking defense are rather low

Set Example / Manual Control 1: Distract the enemies while striking them with a powerful Mystic Arte

When controlling manually, the first tactical option is t o disrupt enemies with artes and then deal a decisive blo w with various Mystic Artes — the main approach for this technique. Your basic role is to stay away from enemies and use "Wind Edge" or "Gustineil" to move enemies who aren't be attacked toward your allies. Once you confir m your allies have the enemies firmly restrained, finish t hem off together with "Fearful Storm."

It can also be fun t o aim for huge damage in leisurely battles using "Di saster Roar."

■Preparations Before Battle

Arts/Techniques

"Wind Edge," which has a short c asting time, is the standard choi ce. If enemies are clustered toge ther, eliminate them quickly with "Bloody Cross" or other Mystic A rtes. "F. Flame" is for escaping w hen enemies get too close.

Set Position	Technique name
UP	Wind Edge
FRONT	Bloody Cross
BACK	F · Flame
DOWN	Gust Nail

Formation

If you're controlling manually, Mao does not need to be fixed strictly in the back row. More important is arranging him so he benefits from formation eff ects that raise arte attack pow er or increase FG recovery.

(Example setup / When you control character 2 yourself, focus mainly on close-range combat with tonfa attacks

The second tactic when you control the character yourself is to aim for close-range combat while using "F Enchant" twice

Use two "F Enchant" while aiming for close-range combat. As for weapons, considering that Mao's magic attack power is higher than his slash/strike a ttack power, choose one with high magic attack power. During batt le, maintain the state with the three "F Enchant" applied and initiate close-r ange attacks. Then when an ally comes to support, go for a combo starting from a normal attack into "F Flame" (see next page).

■Preparations Before Battle

Arts/Techniques

Of the two "F Flame" techniqu es, you can change one to a t echnique with a shorter castin g time. Also, combining the sp ecial effect of "Drain" with "Bl oody Cross" to put enemies in to a panic state is effective.

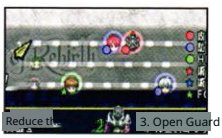
Set Position	Technique name
UP	F · Flame
FRONT	F · Flame
BACK	F Enchant
DOWN	Bloody Cross

Aiming for a combo of normal attacks into "F Flame" when an ally comes to support (see next page).

In any case, "F Enchant" "Fo" and "F. Flame" are required Becomes. FG recovery Let's raise it.

Formation

This one is also controlled by the player, so it doesn't need to be p laced in the back row. Because th ey are fragile in close combat, m ake sure they benefit from a for mation effect that increases defe nse or HP recovery.



Set Examples / Auto Operation

Make them use stable Fire & Dark attribute artes

When set to auto-control, the character will use arts without distinguishing the situation. Therefore, "Wind E dge" and "Gust Nail," which move enemies along the li ne, are highly likely to disrupt combos. For that reason, have them mainly use reliably hitting, effect-free arts li ke "Burn Strike," "Arch Shade," and "Bloody Cross." Also , equipping "F. Flame" for emergency evasion increases opportunities for HP recovery and raises survival rate.

■Preparations Before Battle

Arts/Techniques

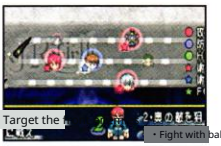
The Mystic Arts are set as "Bla zing Hearts" and "Negative G ate" respectively. You may al so add "Bloody Cross."

Burn Strike

Archshade

Formation / Strategy

It's dangerous to send Mao, wh o is on auto, to the front lines, s o place him more to the left like a spell-user. Arrange the forma tion so that he receives either in creased spell attack power or in creased FG recovery. Set his tact ic to "Target the back enemies" so that he can ideally finish off e nemies who are using spells or those not being attacked by the front line.



Tactical Actions	Target the back enemies
Attack Frequency	Fight with balance
Skill Conditions	Rack up damage

Equipping it increases opportunities for HP recovery and raises survival rate.

use "Gust Nail" You can avoid having to move. If you w ant to move enemies when fighting on a line, use the nearer

Selected!

Practical combo

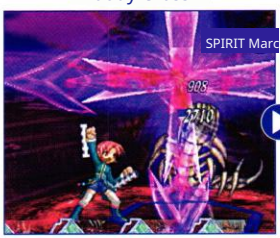
Combo Collection

1 The astonishing 9-hit combo

Total attack power	Hit Count	Difficulty
1890	9	★★★

After landing "Bloody Cross," while the enemy is staggered, l and normal attacks and finally blast them away with "F. Flame" f or a 9-hit combo. However, the initial "Bloody Cross" needs to b e landed at point-blank range against the enemy, so aiming to pull this off is unrealistic. Therefore, normally just use two normal at tacks → "F. Flame." Also, if you cast "F. Enchant" before s tarting the combo, you can boost the damage even furt her.

Bloody Cross

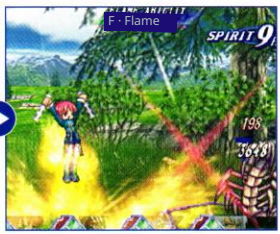


Cast while your allies are attacking the ene my. Combine with the special effect of "Mi sty" to shorten the casting time.

Normal attack ×2

This is the difficult part of the combo. Mo ve forward a bit, then perform "Middle T hrust" → "Cross Strike" → "Chi" in sequence to make an uninterrupted chain.

F · Flame



This "F-Flame" will send the enemy flying, so there is no worry of a counterattack. Fol low up with a short-casting guiding art to finish them off.

Eugene

The warrior is attractive for his high attack power and long-reaching spear. Thro ugh Foles he can create steel and wipe out enemies over a wide area.

Ability: Strong offensively but fragile defensively

Eugene feels suited to fighting on the front lines: he has the highest attack among all characters, and his HP and defense are also top-tier. However, in re ality his magical defense and HP recovery are extremely low, so when he fight s at the front he can be defeated surprisingly quickly. Even so, to make the m ost of his strengths—high attack power and long reach—he still wants to figh t as a vanguard. It is important to adopt a tactic of solid defense and attack in a way that avoids receiving counterattacks from enemies.

His low magical defense is desperate. Normally Even in battle, if he is struck by a powerful guiding technique, he can find himself in dire straits in an instant.

Strengths	Weaknesses
• Combines the highest attack power with very long reach • Also has the highest HP and slash/blunt defense among all characters	• Has low magic defense and HP recovery, and is surprisingly easy to be defeated • Armor provides little boost to FG recovery, making it hard to unleash magic techniques and special moves in succession

Level-based Parameters

LV	HP	Attack Power	Magic Attack Power	Defense	Magic Defense	HP Recovery Power	FG Recovery Power
Increase Amount	83.0	6.375	3.1875	3.5	1.0	1.5	2.0
5	855	44	30	30	20	50	70
20	2100	140	77	82	35	72	100
40	3760	267	141	152	55	102	140
60	5420	395	205	222	75	132	180
80	7080	522	269	292	95	162	220
100	8740	650	332	362	115	192	260

※ "Attack" and "Defense" are shared for slashing and striking.
※ "Increase Amount" indicates how much each parameter increases with each level gained.

Spell/Technique and Mystic Skill Learning Table

Arts/Techniques Secret Skill

[Learned via event] Whirlwind Spear

LV1
2
3
4
5
6
7 Rending Charge Spear
8
9
10 Ripping Wind Rapid Spear Thrust
11
12 Thunderbreaking Spear
13
14
15
16
17
18
19 Giga Blast Whirlwind Fang
20
21 Swift Spear
22
23 Giga Blast Swift Spear Charge
24
25 Rending Wind Swift Slaughter
26
27 Tempered Steel Body Armor
28 Instant Kill Swift Spear Charge
29
30 Rending Wind Explosive Thunder For
31
32 Heavenly Thunder Spear
33 Rending Run Blast Array
34 Annihilating Whirlwind Fang
35 Instant Kill Thunder Impact
36
37 裂迅 Heavenly Soaring Strike
38 Annihilating Soaring Lance
39
40 Lightning Speed Thunder Impact
41
42
43
44
45 Explosive Roar Heavenly Soaring Strike
46
47 錬・鎧 Inscribed Bullet
48
49
50 Xunlei 瞬 Rapid Kill
51
52
53
54
LV55 Instant Killing Skyward Strike

[Learned via event] Swift Skyward Strike

Normal Attacks: A well-balanced set of excellent basic moves

Eugene's normal attacks excel in reach and attack coverage, and t hey also have fast start-up and are generally excellent. Rather than deliberately using slow special techniques, pressing the advantage w ith only normal attacks is by no means a reckless strategy. Especially notable is the "Upward Slash," which has exceptionally fast start-up among the first-hit moves. Other normal attacks divide into slash-typ e moves that excel in attack area (arc) and thrust-type moves that ex cel in reach (distance). Use the "Upward Slash" on the first hit, and c hoose the second and third hits depending on the distance to the en emy. ■ Normal Attack Branch Table

Can fight without letti ng enemies get close. By r epeatedly using this, you c an keep enemies at bay. These are thrust-type attacks. Even from this far away, they still reach.

1st hit

↑	A	Rising slash
→	B	Middle thrust
←	B	Middle thrust
↓	C	Diagonal cut

Paragraph 2

↑	D	Upper thrust 1
→	E	Paying Slash 2
←	E	Paying Slash 2
↓	F	Low Thrust 1

3rd Stage

1	↑	D	Upper thrust
	→	E	Paying Slash
	←	E	Paying Slash
	↓	F	Low Thrust

2	↑	A	Rising slash
	→	F	Low Thrust
	←	C	Diagonal cut
	↓	C	Diagonal cut

Jump attack

↑	G	Air Sweep
→	H	Air Slash
←	E	Air Slash
↓	I	Air Thrust

Second Stage After Landing

↑	D	Upper thrust
→	E	Paying Slash
<-	E	Paying Slash
↓	F	Low Thrust

How to Read Branches

- In the table, the symbols ↑、→、← indicate the direction of the directional pad to be pressed simultaneously with a button.
- The letters A–I in the table correspond to the entries in the list of normal attack motions below.
- Connections from the second to the third column correspond to the numbers written after the name of the move in the second column. For example, if you perform "Sweeping Slash" in the second column, the third column will use combination numbe

■List of Normal Attack Animations

A Rising slash

Startup 13

Has quick start-up and also slightly lifts the enemy.

B Middle thrust

Startup 20

Reach is the longest. Does not hit short enemies.

C Diagonal cut

Startup 17

Reach is short, but it knocks the enemy back significantly.

D Upper thrust

Startup 9

Has quick start-up and sightly lifts the enemy.

E Paying Slash

Startup 10

Attractive because it hits regardless of the enemy's size.

F Low Thrust

Startup 9

Has long reach and a strong knockback effect on enemies.

G Air Sweep

Startup 11

Wide attack range and lifts enemies.

H Air Slash

Startup 10

Start-up is quick, but it connects relatively late on enemies.

I Air Thrust

Startup 10

The only effective jump attack against short enemies.

※ "Activation" refers to the time from pressing the button until the attack hit判定 occurs. The smaller the value, the quicker the move comes out.

Difference in running speed

If you use Veigue or Titre before controlling Eugene, you will be surprised by how slow his movement speed is. In fact, running speed differs by character, ranked from fastest to slowest as: "Titre > Mao > Veigue > Eugene > Annie > Hilda." Eugene is the slowest in the front line, but he compensates for that with reach.

Eugene fights best by standing his ground and intercepting approaching enemies.

Arts/Techniques Use depending on distance to the enemy

Eugene's arts/techniques are divided into those with slow act ivation and wide attack range and those with quick activation th at deal heavy damage to enemies in front. The former are usefu l when enemies are clustered, but their slow activation makes t hem easy to interrupt. Therefore, use them to repel approachin g foes or as follow-up attacks against enemies your allies are alr eady striking. The latter techniques are for close-range combos. Use them when you can get close to an enemy and then chain t hem into high-power combos (see p.085).

Supplementary Item Entries

Attack Power The strength relative to the first hit of a normal attack set as 100
Impact Value The higher this is, the more easily the enemy's RG increases
Activation Time from pressing the button until the attack判定 appears
Stagger Resistance The time during which the character does not flinch when hit by an ener
Recovery Time The time after an attack ends until you can move again
Hits Maximum number of hits. May vary due to enemy size, etc.
Range Shows the attack reach viewed from above, represented by diagram and text
※ The units for Activation, Stagger Resistance, and Recovery Time are 1/60th of a second (fr

■ List of Arts/Techniques (order shown in-game)

Whirlwind Spear
Senpuu-sou

Required Level: Event

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	240	130	12	13	
	Occurrence	Steel Body	Stiffness	Hit	
	33	13	32	2	

Note: 1 hit to adjacent line

Adjacent Line

This is a wind-attribute technique in which you swing the sp ear and sweep up enemies in front and on the adjacent line. T he attack has a wide range but a slow startup, so it's best used from a distance to keep enemies from closing in. Note that th e 2-hit effect applies only to enemies directly in front. Conside r attacks on the adjacent line as just a bonus.

Thunderbreaking Spear
Gouha-sou

Required Level: 12

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	350	200	18	20	
	Startup	Steel Body	Stiffness	Hit	
	10	22	36	2	

Note: Knocks the enemy away

1 Line

You thrust the spear into the ground and fire a ground-attribu te steel projectile forward and backward from yourself. The start up is listed as 10, but this refers to the startup of the spear-spinni ng portion. At that point the attack range is narrow, so it won't hi t unless you're very close to the enemy—be careful. Make use of t he long steel-body duration and the enemy-knockback effect; it's useful for escaping w

Rending Charge Spear
Rekksou

Required Level: 7

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	300	170	14	15	
	Startup	鎖体	Stiffness	Hit	
	27	10	40	2	

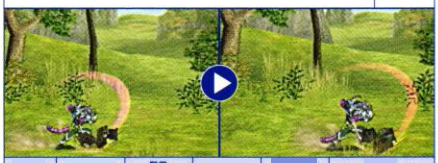
Notes: –

1 Line

You charge forward at high speed while thrusting the spear fully forward to attack. The startup is somewhat slow, but it ca n hit enemies 4–5 character spaces away and connects smoothl y from long-reach normal attacks like a "mid-level thrust." Bein g able to strike from a distance is a major advantage. It also ea sily links into narrow-range ultimate techniques.

Swift Spear
Shunjin-sou

Required Level: 21



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	400	240	21	12	
	Startup	Steel Body	Stiffness	Hit	
	16	4	40	3	

Notes: –

1 Line

This special move slashes the enemy in front three times while advancing. The distance covered is long, carrying enemies far awa y, so a drawback is that you may end up separated from allies or c harging into groups of enemies. This weakness can be covered by using "Swift Lance" to penetrate the enemy lines and then wiping out surrounding foes with a wide-range mystic art. Be sure to make good use of it.

Fole Cube Explanation

Because they possess aggressive special abilities, with pr oper setup they can become even more effective attackers. I n particular, "Damage" is a special effect that directly increas es the power of mystic arts and its impact is easy to feel. Als o, since many mystic arts have slow startup, "Repel," which c an extend the steel body (damage immunity/armor) duratio n, pairs well. Furthermore, having "Float" allows chaining co mbos from various mystic arts into artes. Therefore, using c ombinations that include A, D, and E would be good. Recom mended broadly from beginners to advanced players.

List of apex special effects

Front	Damage	Stun	Float	Hold
	Damage Increase	Enemy RG Down	Float the enemy	Extend enemy stiffness
Required	Gambit	Break	Burst	Liber
	Enemy Mystic Defense Down	Enemy Steel Body	Enemy RG Increase	Extend own Steel Body

List of special effect combinations

A	Damage + Stun		Float	Hold
B	Float	Hold	Burst	Gambit
C	Burst	Gambit	Rebel	Break
D	Liber	Break	Damage	Stun
E	Burst	Rebel	Float	Damage
F	Stun	Break	Hold	Gambit

Heavenly Thunder Spear

Tenraiso (Tenrai-style Exercise)

Required Level 33

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	420	280	24	18	1 Line
	Occurrence	Steel Body	Stiffness	Hit	
	18	18	48	3	

Notes: Greatly lifts the enemy

The upward slash launches the enemy high into the air, follo wed by a lightning bolt of light attribute to chase them. The ene my stays airborne for a very long time, making this an excellent juggle move. However, its reach is short, and it won't become a 3-hit combo unless you are very close, so watch your spacing ca refully. Note that if you cancel the recovery with a forward guard, you can remove the stagger and follow up with a normal attack before the enemy lands.

Tempered Steel Body Armor

Renkō Taiso (Renkō-style Exercise)

Required Level 27

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	–	400	50	–	On oneself
	Startup	Steel Body	Stiffness	Hit	
	–	–	–	–	

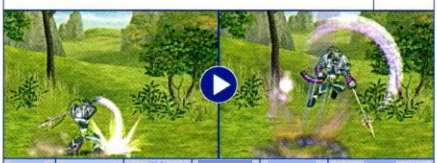
Notes: Alchemy (Can only be used when FG is fully restored)

For 15 seconds, you will not be staggered by enemy arte (magical) attacks. Damage is reduced by 25%, so this is a valuable art for Eugene , who has low magic defense. When played manually, pressing the button while being hit by an arte will also block the remain ing damage, which is very useful. This ability is especially helpful in boss fights.

Annihilating Soaring Lance

Messhousou

Learned at Lv 37



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	500	320	20	25	1 Line
	Startup	Steel Body	Stiffness	Hit	
	25	34	40	2	

Notes: Knocks the enemy down

A two-stage attack that knocks the enemy up with the spear's s haft and then strikes them down with an aerial slash. Because the steel body (invulnerability) lasts longer than the startup, you can p erform the aerial slash without being interrupted, which is its stre ngth. Also, if the second aerial slash connects, the enemy will bou nce on the ground before going down. If you want to follow up with a mystic arte, it's a low RG if you aim to recover HP.

Ren・Kyomeidan

Ren・Kyomeidan

Required Level 47

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	–	570	68	–	On oneself
	Startup	Bronze Body	Stiffness	Hit	
	–	–	–	–	

Notes: Alchemy (Can only be used when FG is fully restored)

For 12 seconds, when you guard you will parry enemy attac ks. When this effect triggers, the enemy is stunned briefly, all owing you to reliably counterattack. The chance to parry back i ncreases when your RG is high and the enemy's RG is low. Use this with a high RG when the enemy's attacks are aggressive, or with a low RG if you aim to recover HP.

Ultimate Technique Technical Mystic Artes that are difficult to find the right moment to use

Eugene's Mystic Artes each have very different characteristics and can only be used effectively in limited situations. Among them, the easier-to-use ones are "Gohbaku Senpuuga" and "Gohbaku Jinsohshou," which attack surrounding enemies centered on himself. Conversely, Artes like "Shunsatsu Jinsohshou," which cause large movements of oneself or enemies, carry the risk of leaving him surrounded by foes after use, so they should not be used excessively. Note that many of Eugene's Artes can have their ending stiffness greatly reduced by a forward-guard cancel. Be sure to make use of that.

Supplementary Item Entries

Attack Power: Damage when the first hit of a normal attack is set to 100
Impact Value: The higher this is, the more likely the enemy's RG will rise
Startup: Time from pressing the button until the attack's hitbox appears
Super Armor: Time during which you do not flinch when hit by an enemy attack
Recovery: Time after an attack ends until you can move again
Hits: Maximum number of hits. May vary depending on enemy size, etc.
Range: The attack's reach seen from above, shown with diagrams and text
*Units for Startup, Super Armor, and Recovery are 1/60th of a second (frames).

■List of Mystic Artes (in-game display order)

Retsufuu Jinsohshou
Reppuu Jinsohshou

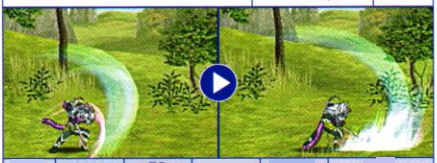
Originating from: Whirlwind Spear / Rending Charge Spear
Learned at Lv: 10

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	500	380	20	13	1 Line
	Startup	Steel Body	Stiffness	Hit	
	43	16	40	4	
Notes	—				

Envelops the spear with a gale and thrusts forward to pierce the enemy in front while stepping in. Its long startup is a significant drawback; although it can be followed up from special techniques, it is often interrupted if other enemies attack during a combo. If combined with a Level 2 or higher "Hold" and its recovery is removed by advancing into a guard-cancel, follow-up attacks from normal attacks become possible.

Rending Wind Swift Slaughter
Reppuu Shun Jinsatsu

Derived From: Senpuusou / Swift Spear
Learned at Lv: 25



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	620	460	24	15	Adjacent Line
	Startup	Steel Body	Stiffness	Hit	
	17	16	40	5	
Note: Attacks to adjacent lines only hit on the second stage					

A successive attack that first slices vertically then horizontally in place, then steps in and performs a vertical cut. It has fast startup and high attack power, making it a reliable special technique in the early stages. However, the first hit does not step forward, so it's good to link from "Retsukyosou" (裂駆槍). Also, the third vertical slash has a very narrow attack range but has the characteristic of hitting behi

Giga Blast Whirlwind Fang
Goubaku Senpuuga (Gale-Exploding Whirlwind)

Derived From: Senpuusou / Thunderbreaking Spear
Required Level: 19

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	560	420	22	9	Adjacent Line
	Startup	Steel Body	Stiffness	Hit	
	10	20	40	4	
Notes	—				

Using the same motion as "Gouha Spear" (轟破槍), thrusts the spear and generates a shockwave instead of a physical blade. The attack covers a circular area centered on the user and is an excellent technique that can also hit adjacent lines. There are no other ultimate techniques that can so quickly attack multiple lines until you learn "Gou Bakuten Shougeki" (轟爆天翔撃) at level 45, so this move remains useful for a while.

Retsufu Bakurai Jin (Rending Wind Explosion Formation)
Reppuu Bakuraijin (Gale Storm Explosive Formation)

Derived From: Senpuusou / Heavenly Thunder Spear
Required Level: 30

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	660	500	26	15	Adjacent Line
	Startup	Steel Body	Stiffness	Hit	
	18	16	40	2	
Notes	—				

After a quick vertical slash, it sweeps horizontally and strikes lightning on the adjacent as well. Although it is a lightning-dealing special move, it characteristically inflicts wind- rather than light-attribute damage. However, note that the vertical slash and the horizo not register as consecutive hits. It is effective to launch it from a line next to the enemy lightning grazes them.

Destructive Whirlwind Fang
Messatsu Senpūga

Originating from: Whirlwind Spear → Reduction Soaring Lance
Required Level: 35

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	740	540	28	15	
	Startup	Steel Body	Stiffness	Hit	
	10	30	40	6	

Notes: —

1 Line

Use "Destructive Soaring Lance" to smash the enemy down, t hen chase with a tornado. To land all six hits, perform it from clo se range. If combined with "Float," you can cancel stiffening with a forward guard cancel and follow up with normal attacks.

Rending Run Blast Array
Ressō Bakuraijin

Derive: d: Rift-Drive Lance → Heavenly Thunder Spear
Required Level: 33

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	740	540	28	15	
	Startup	Bronze Body	Stiffness	Hit	
	24	20	40	5	

Notes: —

1 Line

Rush forward with "Rift-Drive Lance" and finish with a lightn ing strike special. If combined with the special effects of "Float or Hold," the lightning can also hit consecutively. A follow-up via forward guard ca

Giga Blast Swift Spear Charge
Goubaku Jin Sō Shō

Derive: d: Rift-Drive Lance → Thunderbreaking Spear
Required Level: 23

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	620	460	24	15	
	Activation	Steel Body	Stiffness	Hit	
	7	16	40	4	

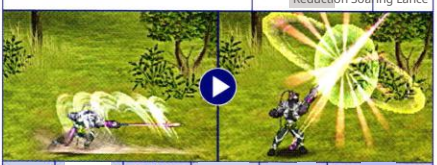
Notes: —

1 Line

After "Gōha Spear", releases shockwaves to the front and re ar to blast enemies away. For combo setups it's best used from close range, but even if you don't focus on combos, it's a powerfu

Retsu Sō Tenshō Geki
Ressō Tenshō Geki

Derive: d: Rift-Drive Lance → Reduction Soaring Lance
Required Level: 36



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	880	580	30	15	
	Startup	Bronze Body	Stiffness	Hit	
	24	24	40	4	

Note: Knocks the enemy back to the front line

1 Line

Use "Retsu Ku Spear" to launch the enemy, follow up with an upper thrust to chase, and slam the enemy down to the closest line. From a good distance, if the enemy is on the foremost line, they won't shift lines, so after

Shunsatsu Jin Sō Shō
Shunsatsu Jin Sō Shō

Originating from: Rending Charge Spear → Swift Spear
Required Level: 28

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
—	680	500	26	15	
	Startup	Steel Body	Stiffness	Hit	
	1716403				

Notes: In the first hit, blows the enemy to the front line; in the second hit, blows them to the back line

1 Line

While advancing, performs two vertical slashes and finishes w ith a thrust. The first vertical slash knocks enemies to the front li ne, and the second blows them to the back line—an ultimate move that can disrupt enemy formations.

Shunsatsu Gō Shōgeki
Shunsatsu Gōshōgeki

Derived From: Gōha Spear → Swift Spear
Required Level: 35

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	740	540	28	15	
	Startup	Steel Body	Stiffness	Hit	
	17	30	40	5	

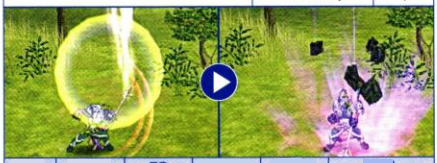
Note: Circles to the rear

1 Line

Use "Shunjin Spear" to cut through enemies and circle to their rear, then unleash "Gouha Spear". A technique that proves effecti ve in chapter battles. When combined with "Float", you can follow up by canceling forwar

Lightning Speed Thunder Impact
Jinraigou Shougeki

Derived From	Required Level
Gōha Spear	40
Heavenly Thunder Spear	



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Chikako	800	580	30	15	1 Line
	Startup	Steel Body	Stiffness	Hits	
	25	16 40		6	

Note: Depending on how the steel hits, it can hit up to 9 times

After launching with "Tenkai Spear", follow up with Steel. If "Float" is active, Steel will hit almost all hits, and follow-up is possible with a forward guard cancel. Conversely, Steel hardly hits enemies that do not float.

Instant Killing Skyward Strike
Shunsatsu Tenshougeki

Originating from	Required Level
Swift Spear	55
Annihilating Soaring Lance	

Attribute	Attack Power	FG	HP Recovery	Impact value	Range
Land	840	640	34	15	1 Line
	Startup	Bronze body	Stiffness	Hit	
	10 40		40	6	

Note: Launches the enemy

An overdrive that dives in with a fast-starting low aerial thrust and releases a linear steel shockwave. Lighter enemies tend to register more hits, and it is effective at knocking them far away.

Gou Bakuten Shougeki
Goubaku Tenshōgeki

Derived From	Required Level
Gōha Spear	45
Annihilating Soaring Lance	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	860	620	32	15	Adjacent Line
	Startup	Bronze Body	Stiffness	Hit	
	7	20	40	7	

Notes —

Performs "Gouha Spear" twice in succession. The second hit is an enhanced version that also affects adjacent lines. Use it to scatter surrounding enemies. If you have "Float" and a forward-guard cancel on a quick lab, follow up attacks are also possible.

Swift Skyward Strike
Jinrai Tenshougeki

Derived from	Learned at Lv
Tenkai Spear	Event
Annihilating Soaring Lance	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Chikako	1200	840	30	15	Adjacent Line
	発信	Steel Body	Stiffness	Hit	
	10	60	40	9	

Notes —

This secret technique becomes learnable after completing Eugene's Trial (see p.305). It is roughly around level 47.

You quickly launch the enemy with the spear's shaft, then follow up with lightning and a massive meteor strike. The meteor is a powerful blow that, centered on the impact point, hits multiple enemies on adjacent lines as well. Although it starts up quickly, the first step-in lacks reach, so for a clean hit it's best to activate it from about the distance where "Rising Slash" would just connect. Also, if the first hit's launch doesn't make the enemy float, the meteor is less likely to land; therefore, it's recommended to combine it with the special effect of "Float" or chain it from "Tenrai Spear" into this secret technique.

Jinrai Shunjin Satsu
Jinrai Shunjinsatsu

Derived from	Required Level
Shunjin Spear	50
Heavenly Thunder Spear	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	860	620	32	15	1 Line
	Occurrence	Steel Body	Stiffness	Hit	
	16	16	40	7	

Notes —

A special move of consecutive attacks that advances little by little, unleashing a two-stage slash → five-stage thrust. If combined with "Float" and canceled with a forward guard cancel, you can further follow up to increase the hit count. If canceled with a forward guard, you can follow up further to increase the hit count.

Extra Control If using Eugene, use "Manual"

To make the most of Eugene's reach, manual control is recommended so you can finely adjust spacing with the enemy. This is because in semi-auto control it's hard to adjust distance, and a standard combo like three normal attacks → "Ten Raim Spear" may not even connect. With manual control, you can press against the enemy when using "Ten Raim Spear," or start attacking from the very edge of "Retsuku Spear"'s range when using "Retsuku Spear," allowing flexible responses. ■Example of failure in semi-auto Close in with a dash

Only manual control is possible. Attacking with the "Wind Spear," and spinning enemies on a different line

Normal attack ×3

If the enemy is far away, the character will try to close the gap with a dash. Dash distance varies depending on the gap to the enemy, so it is not stable.

When you repeatedly press the ● button, it triggers "rising slash" → "low thrust" → "low thrust". This causes the distance to widen from the enemy.

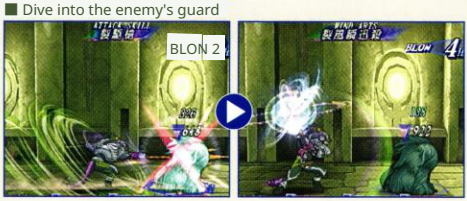
Heavenly Thunder Spear

The rising slash part connects, but the lightning strike doesn't hit... In the worst case, the rising slash may not even connect.

Dive into the enemy's guard to aim for a combo

As a manual-operation-only attack method, there is a technique of firing the "Retsuku Spear" from a barely reachable distance and then dashing straight into the enemy's flank to follow up with a Mystic Arte. Using this, you can deal massive Mystic Arte damage without being counterattacked. If you try to do this with semi-auto control, the character will move closer before unleashing the "Retsuku Spear," wasting its long reach.

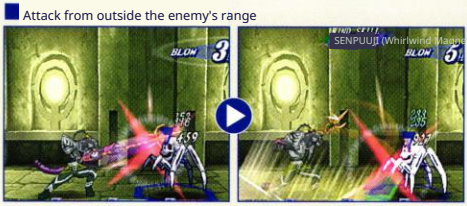
■ Dive into the enemy's guard



Attack relentlessly from outside the enemy's range

There is also a tactic that takes advantage of the very long reach of the normal attack "Middle Thrust" and fights using that alone. The basic combo is "Middle Thrust" → "Upper Thrust" → "Upper Thrust" → "Whirlwind Lance," keeping enemies at bay. By the way, attempting this with semi-auto control causes the character to unnecessarily close in before performing normal attacks, making it hard to utilize the reach.

■ Attack from outside the enemy's range



Recommended tactics: Not on the front line but one step back to attack

Eugene's strengths are his high attack power and long reach. However, his arts/resistance defense and HP recovery are low, making it dangerous for him to take the front line. Therefore, leave the front line to Veigue, and play the role of following up on enemies Veigue is attacking or acting as a wall to hold back enemies heading toward the rear.

■Summary of Characteristics

- ●High attack power, with excellent reach and attack range
- ●High HP and strong slash/blunt defense
- ● Low magic-attack defense and HP recovery, and fragile against hits

Example setup / Player-controlled: Stay at mid-range and focus on supporting attacks

If you operate Eugene, who has poor HP recovery, you want to avoid taking damage in the first place. Therefore, pursue enemies being attacked by allies with long-reach normal attacks to eliminate opportunities for counterattacks. In doing so, if enemies are clustered in front, you can chain from "Retsukyo Spear" into various special arts to aim for high damage. Also, if enemies approach, it's important to keep them at bay with "Whirlwind Spear" or "Roaring Break Spear."

Use cool-charge frequently
Raise it. Increase attack power and HP recovery. perform enhancements to lower resistance

■Preparations Before Battle

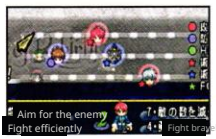
Arts/Techniques

"Retsukyo Spear," used to dash toward enemies, is essential. "Metsusho Spear" is only set to enable the special art "Jinrai Tensho Geki," so you can replace it with another special art if you prefer.

Set Position	Technique name
UP	Annihilating Soaring Lance
FRONT	Rending Charge Spear
BACK	Tempered-steel equipment
DOWN	Whirlwind Spear

Formation

Place near the center so you can form formation effects with as many allies as possible and receive a sufficient share of HP recovery. The recommended types are magic-defense up or HP-recovery up.



Example setup / Auto: Set to auto and have them operate at mid-range

If you set it to auto-control, there is the advantage that defense becomes [illegible] than the player controls it.

However, that

Even with 2, the low magic defense and HP recovery cannot be compensated for, and you often find yourself analyzed and incapacitated before you notice. Here, as expected, the front

Keep them a step back from the front line and have them fight mainly by pursuing and intercepting.

It is advisable to 3. Prioritize techniques with wide attack ranges such as "Whirlwind Spear" and "Roar Scenario "Breaking Spear," and avoid "Rending Charge" and "Instant..." which cause you to dash into enemies.

You should probably refrain from equipping the "Swift Spear" set.

Eugene suppresses the enemy
If it seems that the controlled character is not being supported, Let's head there.

■Preparations Before Battle

Arts/Techniques

Equip the emergency recovery "Forged Steel Body" as a consolation; set it up even if it only provides minor relief. Avoid special techniques that charge directly at the enemy.

	Whirlwind Spear
	Forged Steel Body

Formation / Strategy

As when you control him yourself, Place him slightly to the right of center. If Annie is in the 入 party, form a formation with her so you can share HP recovery. Regarding tactical settings, if you are a front-line unit, set "Follow the vanguard"; if you are a rear-line unit, set "Support the rear."

Tactical actions: Follow the vanguard
Attack frequency: Fight with a balanced tempo
Skill condition: Aim for a preemptive strike

Selected!

Practical Combo Collection

Combo Collection

1 | A general-purpose combo that prioritizes ease of use

Total Attack Power	Hit Count	Difficulty
1160	10	★

This easy-to-use special move "Retsukyo-spear" is learned at level 25 and forms the basic combo that leads into the secret technique "Retsu-fū Shunjin-satsu". Once you learn more powerful secret techniques like "Messatsu Senpūga" or "Jinrai Shunjin-satsu", replace and use them in sequence. In other words, when chaining into a secret technique, it's easiest to start from "Retsukyo-spear".

Normal attack ×3 | Rending Charge Spear | Rending Wind Swift Slaughter

If you start from the quick "Upper Slash", any normal attack afterward will do.

Because it has slow startup, use it immediately. It's good to add the special "Stun" effect.

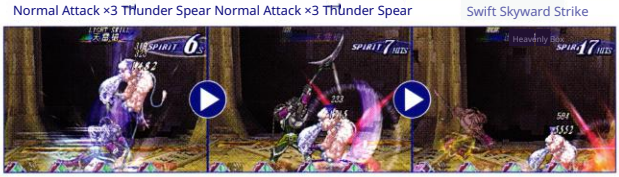
If combined with "Float", you can further chain after a forward-guard cancel.

21 Meteoroid Launch Combo

Total Attack Power	Hit Count	Difficulty
2520	16~21	★★

Cancel the recovery of "Heavenly Thunder Spear" by forward-guard cancel, follow up once more with "Heavenly Thunder Spear," and finish with the ultimate technique "Swift Heaven Soaring Strike" that calls down a meteoroid to deliver the final blow. A variant of this is to equip the charm "Double Trick," which allows you to chain Artes from Artes; then the combo "Rending Lance" → "Heavenly Thunder Spear" → "Swift Heaven Soaring Strike" is also recommended.

Normal Attack ×3 Thunder Spear | Normal Attack ×3 Thunder Spear | Swift Skyward Strike



When "Heavenly Thunder Spear" is combined with "Stun," enemies are less likely to trigger a Rush Burst.

After a forward-guard cancel, immediately follow up with "Rising Slash." Land "Heavenly Thunder Spear" and transition into the ultimate.

The exact number varies with distance to the enemy and the enemy's RG — that's the key point.

3 Flanking Meteor Combo

Total Attack Power	Hit Count	Difficulty
3240	16~24	★★★

Use the mystic art "Instant-Kill Thunder Shock" with the special effect "Float" applied, cancel its forward guard, then follow up with the combo "Heavenly Thunder Spear" → "Swift Thunder Sky Strike." Since the mystic art is landed twice, the total attack power is tremendous. Enemies tend to Rush Burst partway through, so start the combo when both you and the enemy have as low RG as possible.

Normal Attack ×3 Split-Charge Spear | Instant-Kill Thunder Shock → Normal Attack ×3 | Heavenly Thunder Spear → Swift Thunder Sky Strike

It's best to use "Split-Charge Spear" from a distance. When the enemy's RG is high, omitting the normal attack movement, you can perform a forward-guard cancel.

If you input the forward-guard command in the direction opposite your movement, you can perform a forward-guard cancel.

Apply the "Stun" special effect to "Heavenly Thunder Spear" to reduce the enemy's RG — that's the key point.

Annie

Her normal attacks with a staff cannot be relied upon, but she can use formations that strengthen her allies' abilities —she is the only dedicated support specialist who can use such formation techniques.

Abilities — Top Support Ability in the Party

Annie's own stats are generally low. Offensively, she can equip a staff with high stri king power, but her normal attack animations are slow, making it difficult for her to s hine in combat. On the defensive side, her slash/strike/magic defenses are balanced, but each value is below average. Although Annie's combat capability is thus limited, h er greatest appeal is that she can use formation techniques that restore HP and enha nce abilities. She does not defeat enemies herself; instead, she dedicates herself to a support role that powers up allies to advance battles.

Her HP recovery is fairly high, so if s he can execute arts and techniques without being interrupted by enemies she will not be easily incapacitated.

Strengths

- Can use formation techniques t o support allies
- Has decent HP and HP recove ry, so is not easily defeated

Weaknesses

- Limited offensive capabilities
- Slow movement speed, making it di fficult to escape from enemies

■ Parameters by Level

LV	HP	Attack Power	Physical Attack Power	Defense	Magic Defense	HP Recovery	FG Recovery
Increase Amount	57.0	3.1875	3.75	2.1875	2.0	3.0	2.0
5	527	28	50	30	30	40	70
20	1382	76	106	62	60	85	100
40	2522	139	181	106	100	145	140
60	3662	203	256	150	140	205	180
80	4802	267	331	194	180	265	220
100	5942	331	406	237	220	325	260

※ "Attack" and "Defense" are shared for slashing and striking.
* "Increase amount" indicates how much each parameter increases with each level up.

■Spell/Technique and Mystic Skill Learning Table

Arts/Techniques Secret Skill

From the Start	Power Craft Guard Wasser
LV1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	Life Materia
16	
17	Charge Vint
18	Reduce Regen
19	Shave Regen
20	Mind Geist
21	
22	Pain Regen
23	Blast Regen]
24	Resist Vile
25	Burst Regen]
26	
27	• Gambit Regen
28	R Elixir
29	
30	Stun Regen
31	
32	
33	D Leben
34	
35	• Heal Regen
36	
37	
38	
39	
40	"Flash Regen Arts Regen"
41	
42	
43	
44	
45	Break Regen]
46	
47	
48	
49	
LV50	Fast Regen

Normal attack: slow startup and unsuitable for close combat

Attacks with a two-handed staff are generally slow to start and have short reach. They can handle slow-moving enemies to some extent, However, against enemies that launch swift attacks, it will be very hard to stand a chance. You probably won't be able to deal with them. If an enemy closes in and you are forced to attack, use "Mid-level Thrust" → "Sweep Strike and then immediately move away from the enemy.

If you hit an enemy that is attacking during the in terval, the enemy will be slightly launched into the air. You can aim for it.

After knocking them dow n, when an enemy is flying close, use an "aerial strike" Keep your distance.

■ Normal Attack Branch Table

1st hit

↑	A	Launcher	1
→	B	Middle thrust	2
<-	B	Middle thrust	2
↓	C	Downward Strike	2

Paragraph 2

1	↑	C	Downward Strike	2	↑	A	Launcher
	→	B	Middle thrust		→	A	Launcher
	←	B	Middle thrust		←	D	Sweeping strike
	↓	C	downward strike		↓	D	Sweeping strike

Jump attack

↑	E	Aerial strike
→	E	Aerial strike
←	F	Air Thrust
↓	F	Air Thrust

How to Read Branches

・In the table, ↓ indicates the direction on the directional pad that should be pressed simultaneously with the button. ・The letters A–F in the table corresp ond t o the normal attack motion list below. ・Connections from the first to the second hit are matched by the numbers written after the move names of the first hit.

■List of Normal Attack Animations

A Launcher

Startup 27

The start-up is very slow, but it slightly lifts enemies.

B Middle thrust

Startup 27

Its selling point is long reach. Make this the first hit.

C Downward Strike

Startup 27

Can also hit airborne enemies and small enemies.

D Sweeping strike

Startup 17

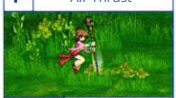
Dedicated to the second hit, but its startup is relatively fast.

E Aerial strike

Startup 11

The attack range is wide. For enemies flying in the sky, use this. This is for enemies flying in the sky.

F Air Thrust'



Startup 8

Activation is the fastest of all hits. For enemies, use this one.

※ "Activation" refers to the time from pressing the button until the attack hit判定 occurs. The smaller the value, the quicker the move comes out.

Surprisingly useful? Annie's attacks

The reason Annie's normal attacks are not recommended is not because of low attack power but because the slow start-up is a drawback. The attack power itself can become as high as Veigue's with the right equipment. You can't fight well one-on-one against enemies, but surprisingly it's effective for following up on enemies that allies are attacking. Boosting attack with "Power Craft" and joining as an attack support isn't a bad idea... maybe.

If you imbue a weapon with the ele ment that is an enemy's weakness, y ou can deal considerably large damage.

When a weapon's powerful latent abil ity awakens, it can be good to trigger it by attacking.

Arts and Techniques: Not only ability enhancement but also HP recovery

Annie's formation arts each enhance the corresponding abili ties and have the effect of curing status ailments. In addition, t hey have high HP recovery power, allowing her to distribute lar ge amounts of HP recovery to allies. Moreover, while inside the arclaw formation, HP gradually recovers, so it is also importan t as a continuous HP-recovery method. Note that the formation art's effects take effect the moment you enter the arclaw form ation. Also, remember that effects other than HP recovery conti nue for a certain time even after leaving the arclaw formation.

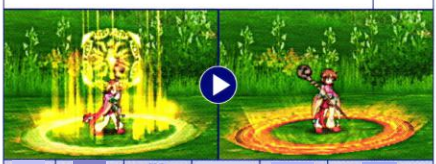
Supplementary Item Entries

Effectiveness: Indicates the degree of ability enhancement. For exam ple, 135 means ability is enhanced by 35%. Occurrence: The time fro m when casting ends until the attack hit判定 (hit detection) occurs. C asting time: The time from pressing the button until the guidance art /tempering art is activated. Recovery time (stagger): The time after at tack ends until you can move again. Range: The effect range of the f ormation arts is always a circle centered on Annie. ※ Units for occurr ence, casting time, and recovery time are 1/60th of a second (fram e). ※ The following parameters are omitted because they are identical values. The "radius" is

■ List of Arts and Techniques (in the order displayed in the game)

Power Craft

Required Level: From the Start



Attribute	Effect	FG	HP Recovery	Impact Value	Range
Fire	135	300	40	–	
	Startup	Casting Time	Stiffness	Hit	
	–	60	48	0	

Notes: Removes attack-up/attack-down effects and Heat Poison Adjacent Line

This formation technique raises attack power, but you should pl ace greater emphasis on its effect of curing Heat Poison. Heat Poi son causes RG to continually rise, and when it reaches 100 it beco mes a dangerous status that deals damage at a tremendous rate. Moreover, HP stops recovering entirely. When your equipment ca nnot prevent Heat Poison, this formation technique becomes a reliable option.

Mind Geist

習得LV: 21

Attribute	Effect	FG	HP Recovery	Impact Value	Range of Use
Light	135	300	45	–	
	Activation	Casting Time	Recovery	Hit	
	–	60	48	0	

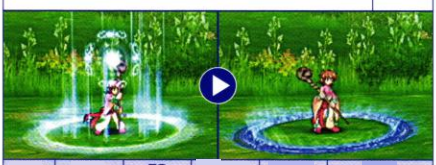
Adjacent Line

Notes: Increases arts attack / removes arts attack-decreasing effects and Paralysis

Increases magic attack power and cures the paralysis status. Many guided-magic attacks cover a wide area, so boosting their attack power significantly increases the total damage dealt to en emies. This is an effective formation technique when Mao or Hil da are in the party. It's especially useful when both are in the pa rty simultaneously, so be sure to make use of it in that case.

Guard Wasser

Learned at Lv: From the Start



Attribute	Effect	FG	HP Recovery	Impact Value	Range
Water	135	300	55	–	
	Startup	Casting Time	Stiffness	Hit	
	–	60	48	0	

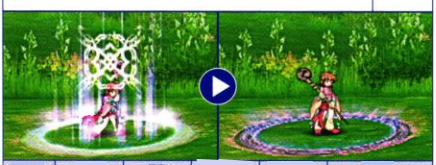
Adjacent Line

Note: Increases defense / removes defense-decreasing effects and Freeze

A formation technique that increases defense. It also restores a substantial 55 HP, so if used in battles against enemies that att ack without using arts, the user will not be easily defeated. Comb ining it with the special effects of "Heal" or "Let" to raise Annie's personal survivability is also an effective use. Additionally, it has an effect that cures Freeze.

Resist Vile

Required Level: 24



Attribute	Effect	FG	HP Recovery	Impact Value	Range
Palace	135	300	30	–	
	Activation	Casting Time	Stiffness	Hit	
	–	60	480		

Adjacent Line

Notes: Increases arts defense / removes arts defense-decreasing effects and Panic

Raises arts defense, though the HP recovery is low. Even so, this is a formation technique you will want to use without fail i n battles against bosses that employ powerful artes. It also ha s an excellent effect for curing Panic. Panic is a troublesome st atus that continuously lowers RG and causes unconsciousness when it reaches 0, and many enemies possess Panic as an additional effect.

Fole Cube Explanation

There are many special effects that strengthen formation arts, and all of them are easy to understand. The recommended ones are "Heal," which increases HP recovery; "Wide," which expands the radius of formation arts; and "Support," which increases potency. Combinations like A or D that include two of these will be easy to handle. Also, if you set Annie to auto-control, "Aiming," which makes formations track targets, is good. Because the formation moves to the vicinity of enemies, it becomes easier for the player-controlled character to enter.

List of apex special effects

Front	Support	Let	Extra	Heal
	Potency Increase	Self-Tracking	Effect Duration Extension	HP Recovery Increase
Back	Physical	Wide	Aiming	Block
	Attack Effect	Radius Increase	Enemy Tracking	Removal Reduction

List of Special Effect Combinations

A	Support	Let	Extra	Heal
B	Extra	Heal	Aiming	Physical
C	Aiming	Physical	Block	Wide
D	Block	Wide	Support	Let
E	Aiming	Block	Extra	Support
F	Let	Wide	Heal	Physical

Life Materia

習得LV 15

Attribute	Effect	FG	HP Recovery	Impact Value	Range
Land	135	300	60	–	Adjacent Line
	Activation	Casting Time	Stun	Hit	
	–	68	48	0	

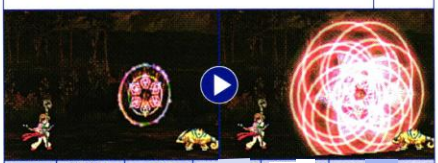
Note: Increases HP recovery rate / removes HP recovery reduction effects and slow

This is a formation art that raises HP recovery rate. HP recovery rate is a value that greatly affects a member's survival. When combined with "Let" and distributed to all allies, it makes everyone less likely to be defeated. Note that slow not only reduces movement speed but also causes a status that prevents receiving distributed HP recovery. Being able to cure this is also important.

D Leben

Drag Leben

Learned at Lv 33



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	20060	370		0	All lines
	Startup	Casting Time		Hit	
	6648	160	48	4	

Notes: Alchemy (usable only when FG is fully restored)

Draws a formation in the space around the target and absorbs the HP of any enemy that touches it. It is the only offensive magic technique, but its attack power is only 200 and its casting time is as long as the high-level guidance spells of Mao and Hilda. On the other hand, it affects the entire line and can hit multiple enemies, so it's good to use it to support the front line in chaotic battles.

Charge Vint

Required Level 18

Attribute	Effect	FG	HP Recovery	Impact Value	Range
Wind	135	300	40	–	Adjacent Line
	Startup	Casting Time	Stiffness	Hit	
	–	60	48	0	

Notes: Increases FG recovery / removes FG recovery reduction effects and weakness

Faster FG recovery means more opportunities to recover HP by using techniques. It's a beneficial formation technique that can strengthen both offense and defense. In addition, it has high HP recovery power and is effective in any situation, so it's good to always have at least one set. Consider the weakness-removal effect as just a bonus.

R Elixir

Rise Elixir

Required Level 28

Attribute	Effect	FG	HP Recovery	Impact Value	Range
Water	–	900	70	–	Adjacent Line
	Startup	Casting time	Stiffness	Hit	
	–	120	48	0	

Notes: Alchemy (Can only be used when FG is fully restored)

An alchemy technique that resurrects incapacitated allies within a certain range. You'll want to have at least one set in normal battles and two to three for boss fights. This is because it consumes a large 900 FG, making it difficult to reuse once used. Also, since the casting time is relatively long at 2 seconds, use it somewhere away from enemies where you won't be attacked.

Ultimate Technique Status reduction effects are for boss battles

Annie's ultimate causes rain with various effects based on the Rain Fole. The effects cover a wide area—either all allies or all enemies—but the duration only lasts a few seconds, making timing difficult. Among such ultimates, "Schweib Regen," which significantly lowers enemy abilities for 8 seconds, can be useful in boss fights. Also, "Stun Regen," which lowers enemy RG, can be used to assist allies' combos.

Supplementary Item Entries

Chanting Time: The time from pressing the button until the effect activates. The unit is 1/60 of a second (frame)

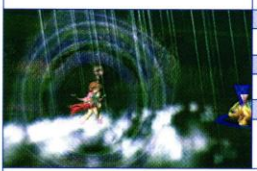
Effect: Indicates effect duration in seconds, the area affected by the effect, changes to a

*Annie's Mystic Arte does not have numerical values such as attack power, impact value, startup/lag, or hit count.

■List of Mystic Artes (in-game display order)

Reduce Regen

Originating from: Power Craft / Life Materia
Required Level: 20



Attribute	FG
Earth and Fire	400
HP Recovery	Casting time
20	75

Effect: Reduces all enemies' attack power by 30% for 8 seconds

When being defeated by a normal enemy attack, it is usually because you are trapped between enemies and cannot move, not because the enemy's attack power is high. This Mystic Arte is not very high priority.

Arts Regen

Derived from: Power Craft / Mind Geist
Required Level: 40

Attribute	FG
Land	400
HP Recovery	Casting time
35	75

Effect: During rain, all allies can perform Mystic Artes regardless of RG

The fact that the effect's duration only lasts while the rain effect is active is harsh. It's good to use when you want to keep your own RG relatively low and make it harder for the enemy's RG to rise while aiming fo

Pain Regen

Derived from: Power Craft / Charge Vint
Required Level: 22

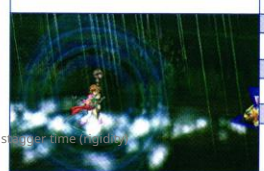
Element	FG
Land	400
HP Recovery	Casting time
50	75

Effect: While it is raining, extends the stagger time (rigidity) of all enemies

If you attack enemies while it's raining, they remain rigid until the rain ends. During this time, almost anything can be linked. So much so that Hilda's normal attacks can connect into artes (see p.111).

Shave Regen

Originating from: Guard Vasser / Life Materia
Required Level: 20



Attribute	FG
Earth/Water	400
HP Recovery	Casting time
20	75

Effect: For 8 seconds, reduces all enemies' defense by 30%

Lowering an enemy's defense is, so to speak, the same as casting "Power Craft" on all allies. If combined with the special effect of "Support," it can deal up to double damage.

Burst Regen

Derived from: Power Craft / Resist Vile
Required Level: 25

Attribute	FG
Land	400
HP Recovery	Casting time
50	75

Effect: Increases all enemies' RG by about 25

While it is raining, continually increases all enemies' RG. If this effect causes an enemy to enter a Rush Burst, their invulnerability time is halved, so it can be used when you want to trigger a Rush Burst.

Stan Regen

Originating from: Guard Wasser / Resist Vile
Required Level: 30

Attribute	FG
Land	400
HP Recovery	Casting time
50	75

Effect: Decreases all enemies' RG by about 25

The effect that lowers enemies' RG helps prevent being Rush Burst during a combo (= stopping the combo). With the effect level 4 "Support," you can reduce RG by nearly 60.

Flash Regen

Originating from	Required Level
Guard Wasser Mind Geist	40

Element	FG
Land	400
HP Recovery	Casting time
30	75

Effect: While raining, the entire party becomes invincible

When an enemy is about to unleash a powerful attack, there is usually little to no window, so it's difficult to nullify it by using this. You'll likely have to wait in a ready stance and try to read the enemy's action before using it.

Fast Regen

Originating from	Required Level
Mind Geist Charge Vint	50

Element	FG
Land	400
HP Recovery	Casting time
40	75

Effect: For 8 seconds, increases the entire party's movement speed

The effect of increasing the entire party's movement speed is useful in situations where you want to fight while staying away from enemies. Due to the nature of the ultimate skill, it can't be used on the spur of the

Break Regen

Originating from	Required Level
Guard Wasser Charge Vint	45

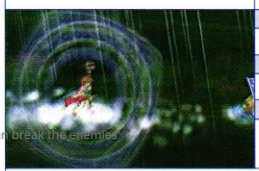
Element	FG
Land	400
HP Recovery	Casting time
35	75

Effect: While raining, the entire party can break the enemies' defense

During the rain effect, you become able to break enemies' defense. If you are the controllable character, you can substitute with Rush Charge or Cool Charge, so use this while controlling Annie.

Gambit Regen

Derivative	Required Level
Regist Ville Life Materia	26



Attribute	FG
Earth Chamber	400
HP Recovery	Casting time
20	75

Effect: For 8 seconds, reduces all enemies' magical defense by 30%

For the same reason as "Shave Regen," this relatively raises allies' magical attack power. Ideally, wait in the activation standby state (see next page) and activate in time with allies' spellcasting.

Blast Regen

Originating from	Required Level
Mind Geist Life Materia	23

Attribute	FG
Chikako	400
HP Recovery	Casting time
20	75

Effect: For 8 seconds, reduces all enemies' attack power by 30%

Bosses that use powerful magic techniques have very high magic attack power, so a 30% reduction is a significant effect. It's best used against bosses whose timing for using spells you can predict.

Heal Regen

Originating from	Required Level
Resist Vile Charge Vint	35

Attribute	FG
Land	400
HP Recovery	Casting time
20	75

Effect: Restores 250 HP to the entire party

This is the only "direct HP recovery" special move in the game. Since HP can be restored by other special moves, the main advantage of this move is that it "can reliably heal characters with high RG.

Extra Delay

Standby state for formation and magic techniques

When you control Annie yourself, if you hold down the ✕ button during the formation magic chant, you can enter a standby state without activating the formation technique (see photo). Waiting will not increase its potency, but you can use this to control the timing of special moves where timing is important, such as "Flash Regen" or "Arts Regen." Enter standby, then trigger the effect when an enemy or ally moves.

Mao and Hilda's magic techniques can likewise have their activation delayed

Recommended Tactics: Use formation arts to reliably heal allies

Annie's role is primarily to boost abilities and restore allies' HP. Healing status ailments is easier done with items, so you don't need to worry too much about that. Whether you're controlling her directly or using auto, one thing you must never forget is to equip the revival item "R. Elixir." Once learned, have at least one set.

Summary of Characteristics

- Formation arts have high HP recovery values and can also enhance abilities
- Normal attacks are slow to start, making her offensive capability bleak
- Defensive capability is below average, but she won't be defeated immediately

(Example setup / If you control her and there are rear-line allies, focus on rear support)

Tactics when controlling Annie and allies include Mao or Hilda. In this case, use "Charge Vint" to support Mao's and Hilda's Fole arts. This prevents auto-controlled Mao and Hilda from running low on FG and attempting normal attacks. Also, set up formation effects with everyone in advance so that each time you use a formation art you can distribute HP recovery to all members.

Always do the following before using formation arts
Increase power
Lower G and recover HP
Use cool charge to fill R

Preparations Before Battle

Arts/Techniques

"Charge Vint" and "Mind Geist" to support Mao and Hilda, and the revival "R. Elixir" are essential. Decide the remaining one to suit your preference.

Set Position	Technique name
UP	R. Elixir
FRONT	Charge Vint
BACK	Mind Geist
DOWN	Life Materia

Formation

Since you control the character yourself, it's fine if you end up positioned more to the right. Create formation effects with all party members so that, as shown in the picture, either HP recovery or FG (Force Gauge) recovery is increased.

Example setup / Player-controlled 2 Use the front three like draft horses

I am Annie; allies are Veigue, Eugene, Tito

This is the tactic for the aggressive combination of Ray 2. I hang back in the rear, and combine special effects like "Aiming" with techniques such as "Charge Vint" and "Guard Vasser," deploying those formation arts and focusing on HP recovery. If a frontliner falls in battle, measure the distance and use "R. Elixir"

to revive them with "Sil," then have them continue fighting relentlessly.

Measure the distance, then all at once
What the player can do i
s revive multiple allies through player actions
(Unique to (this).

Preparations Before Battle

Arts/Techniques

Both "Charge Vint" and "Guard Vasser" provide high HP recovery values and are excellent for formation arts. One "R. Elixir" is acceptable, but it's safer to have two set.

Set position	Technique name
UP	R Elixir
FRONT	Charge Vint
BACK	Guard Wasser
DOWN	R Elixir

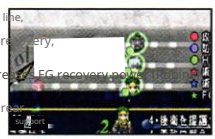
Formation

Keep close to the front line; for the front line, formation effect that increases HP recovery,

and for yourself, an effect that increases FG recovery power (Burst)

so that these effects are exerted.

Also, for the front line, "support the rear" should be commanded.



(Set example/Set to Auto Use the special effects "Aiming" and "Heal")

If you set it to auto operation, the tactics are almost th e same as the "Operate Yourself 2" tactics. However, you can't send Annie to the front lines under auto control, so it's effective to use formations that combine the special e ffect "Aiming" to have the vanguard supported from the rear. Also, unlike when the player controls the characters, it's difficult to adjust RG or control which formations are used. For formations with low HP recovery, combine the m with "Heal" to boost the HP restoration.

When using "Charge Vint ", if you are controlling M ao or Hilda stay close by have them support you.

■Preparations Before Battle

Arts/Techniques

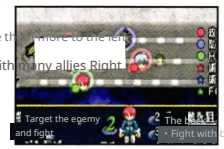
The essentials are the "Charge Vint" equipped with "Aiming" and the "R Elixir" that revives fallen allies.

Charge Vint

R Elixir

Formation / Strategy

Because you don't want attack fr equency to become too high, place th to create strong lineup effects with Also, if Mao or Hilda are prese nt, place them near Annie. Thi s way, even when a formation with "Aiming" is used, the boo st will be applied to Mao or Hil da immediately after activatio n.



Tactical Actions	Keep up with the vanguard
Attack Frequency	Stay calm
Skill Conditions	Prioritize arts and techniques

Selected!

Practical combo

Combo Collection

1 | HP Large Recovery Combo

Total Attack Power	Hit Count	Difficulty
0	0	★

Annie does not have any practical combos that deal great da mage to enemies. Therefore, here is an Annie-style formation te chnique combo that greatly restores allies' HP. The steps are sim ple: first combine the special effect of "Support" with "Life Materia" to greatly increase her own HP recovery po wer. Next, use "Heal" + "Life Materia" to greatly restore HP for allies as well. The final "Charge Vint" is optional and is used to speed up the recovery of spent FG.

Support + Life Materia

If the effect of "Support" has been raised to l evel 4, HP recovery power will increase up to 1.55 times. You can expect a considerable amount of HP recovery.

Heal + Life Materia

When fighting enemies of roughly the same level as yo u, if you lower RG sufficiently before using it, HP recovered will exceed 1000.

Charge Vint

Place it together with "Rette"'s special effect , and after activating it, move closer to your allies to spread the effect."

Character Analysis

Character Analysis Tytree

Titrei

All-Range, who specializes in consecutive attacks and the bowgun's ranged attacks

Attacker. If mastered, becomes a powerful character.

Ability: A rush type excelling in HP recovery and FG recovery

Titrei far surpasses the other allies in two areas: HP recovery and FG recovery rates. Titrei's own stats are high, but equipment bonuses are significant, making both values top-class. He also excels in movement speed and attack startup speed, so he's good at rushing enemies. However, his low HP and defense are worrisome for fighting as a frontline unit. Rather than forcing things with sheer number of hits, Titrei's basic style is to fight using his speed in hit-and-away tactics.

In terms of defense, same as Mao, slash defense
Has particularly low御力 (Miryoku?). The slashing attack power of
In areas where many enemies with high slashing attack power appear,
you should fight more cautiously.

Strengths	Weaknesses
• HP recovery and FG recovery are top-notch • High movement speed and fast attack startup	• HP and defense are somewhat lacking for a frontline unit • Normal attacks and martial-arts style Artes/Skills/Artes' reach is short

■ Parameters by Level

LV	HP	Attack Power	Magic Attack Power	Defense	Magic Defense	HP Recovery	FG Recovery
Increase Amount	59.0	5.1875	1.0	2.5	2.5	5.0	2.0
5	612	35	10	30	30	50	70
20	1497	112	25	67	67	125	100
40	2677	216	45	117	117	225	140
60	3857	320	65	167	167	325	180
80	5037	424	85	217	217	425	220
100	6217	527	105	267	267	525	260

※ "Attack" and "Defense" are shared for slashing and striking.
※ "Increase Amount" indicates how much each parameter increases with each level gained.

■Spell/Technique and Mystic Skill Learning Table

Arts/Techniques | Secret Skill

From the Start	Soaring Consecutive Kick Crushing Shatter Fang Combo
LV1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	Flying Combo Thunder Crash Fang
16	
17	
18	
19	
20	是 Continuous Sky Kick
21	
22	Jupho Flash
23	
24	
25	Roaring Split Combo Fang Shot
26	Swift Aerial Wave
27	Hiren Tsu ren Lotus Flash
28	Gōretsu Zan Kūkyaku
29	
30	Geki-Ju Armor Wall
31	Hiren Zan Kūkyaku
32	Hiō Gō Shōga
33	Senshō Flash
34	Azure Sky-Splitting Kick
35	Gure 壁 Ren Flash
36	
37	Gou 霊 ishou Flash
38	
39	Guren Soushou Flash
40	Guren Zankuu Kick
41	
42	
43	Sky Break Falling Lotus Flash
44	
45	Sky Break Azure Soaring Flash
46	
47	
LV48	激 • Instant Kill Combo
Learned from Event	Ao-Break Falling Lotus Flash

Chapter 1 知識
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Normal attacks: "Upper" and "Sliding" are the mainstays

All unarmed normal attacks have fast startup, but they are characterized by shorter reach and smaller attack range. Among them, favor the ones with wider attack range—"Upper" and "Sliding"—as your primary attacks. However, "Upper" is hard to hit against short enemies, so in those cases mix in "Low Kick." Various thrusts and the "Roundhouse Kick" have quirks such as extremely short reach or not linking into special techniques, so it's safer not to use them regularly. ■ Normal attack branching table

Easy to chain into other attacks. To lift (the opponent), special move

Can attack low enemies, enemy "Sliding" is recommended

1st hit		Paragraph 2		3rd Stage	
↑ A	Upper	↑ A	Upper	↑ G	Roundhouse kick
→ B	Straight	→ D	Upper thrust	→ H	Middle thrust
← B	Straight	← E	Middle kick	← D	Upper thrust
↓ C	Low kick	↓ F	Hammer blow	↓ I	Sliding

Jump attack		Second Stage After Landing	
↑ J	Aerial High Kick	↑ A	Upper
→ J	Aerial High Kick	→ D	Upper thrust
← K	Aerial Low Kick	<- E	Middle Kick
↓ K	Aerial Low Kick	↓ F	Hammer Blow

How to Read Branches

- In the table, ↑, →, ←, ↓ indicate the direction of the directional pad to be pressed simultaneously with the button
- The letters A–K in the table correspond to the moves listed in the normal attack motion list below

■List of Normal Attack Animations

A Upper

Startup 11

The attack has a wide range and can slightly lift enemies.

B Straight

Startup 11

The attack range is narrow; "Upper" is better.

C Low Kick

Startup 11

Against short enemies, use this as the first hit.

D Upper thrust

Startup 6

The startup is fast, but the attack range is very narrow.

E Middle kick

Startup 4

The startup is the fastest. A better attack than the "High Thrust".

F Hammer blow

Startup 9

For a second hit, the startup is rather slow, but the attack range is fairly wide.

G Roundhouse kick

Startup 6

Has a launching effect, but cannot lead into a special move.

H Middle thrust

Startup 5

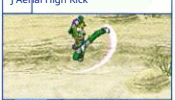
Body blow. It's a pity that the attack range is narrow.

I Sliding

Startup 7

Using this as the third hit makes things the most stable.

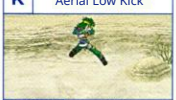
J Aerial High Kick



Startup 10

Effective against enemies flying in the air.

K Aerial Low Kick



Startup 10

Jump attacks against ground enemies are performed here.

Use "Roundhouse Kick" on flying enemies

"Roundhouse Kick" is a normal attack with the issue that you cannot use an art/technique from the end of the kick until you land, so techniques cannot be chained. However, against light-weight enemies, with manual input you can chain "Upper" → "Pa-" → "Roundhouse Kick", and further "Upper" → "Upper" → "Roundhouse Kick". Against small bird-like enemies, simply repeating this set can create combos of over 10 hits. Basically this is a normal attack you won't use often, but if you encounter the situations described above, definitely give it a try.

※ "Activation" refers to the time from pressing the button until the attack hit判定 occurs. The smaller the value, the quicker the move comes out.

Character Analysis: Titorei

Arts/Techniques: Switch use between melee-type and ranged-type techniques

"Titorei" has quick-starting melee artes represented by "Fang Combo" and two long-reach ranged artes, "Tree Cannon Flash" and "Fan Soaring Flash"; switching among these is an important point when controlling Titorei. Basically, use the melee artes for aiming combos at close range, and use the ranged artes to support allies from a distance. Also, the two alchemy arts possess high performance, so be sure to incorporate them into your tactics.

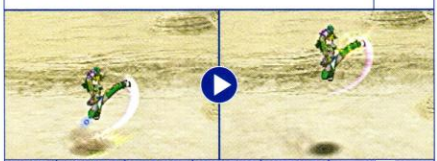
Supplementary Item Entries

Attack Power: The strength when the first hit of a normal attack is set to 100.
Impact Value: The higher this is, the more easily the enemy's RG increases.
Startup: The time from pressing the button until the attack's hit判定 appears.
Guard/Steel Body: The time you do not flinch when hit by an enemy.
Stun: The time from the end of the attack until you can move again.
Hits: Maximum number of hits. There may be variance depending on enemy size, etc.
Range: The attack's reach viewed from above, shown with diagrams and text.
❄ Note: The units for Startup, Guard/Steel Body, and Stun are 1/60th of a second (frames).

■ List of Arts and Techniques (in the order displayed in the game)

Shōrenkyaku
Shōrenkyaku

Required Level: From the Start



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	220	100	24	0	1 Line
	Startup	Steel Body	Stiffness	Hit	
	13	0	24	2	

Notes: –

A technique where you jump up and deliver two spinning kicks. Because it has a hit判定 during descent, you can use it without worrying about openings. However, its attack power is equivalent to three consecutive normal attacks, and it may miss against short enemies, which is a caveat. It consumes little FG, so it suits players who want to aggressively press with techniques.

Fanged Combo
Garengēki

Required Level: From the Start

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	300	180	25	0	1 Line
	Startup	Guard Body	Stiffness	Hit	
	12	0	24	4	

Notes: –

Performs a quick four-hit combo of Uppercut → High Thrust → Low Thrust → Hammer Blow. It excels in attack power, startup, and hit count, and easily links into special moves, making it Titre's main technique. Because it has an extremely short reach, if you want to guarantee all hits, use "Sliding" to get in close before using it.

Thunderous Rending Break
Gōreppa

Required Level: From the Start

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	280	140	32	0	1 Line
	Startup	Steel Body	Stiffness	Hit	
	22	0	36	2	

Note: Knocks the enemy away

While advancing, thrust both hands forward forcefully to blow the enemy away. The distance they are knocked back varies with the enemy's weight; against light enemies they can be sent flying so far that follow-up techniques can't connect, and it does not register as consecutive hits after a "Sliding." Despite these limits, it is an excellent move for blowing an enemy away to create distance.

Swift Aerial Wave
Shikkuha

Required Level: 26

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	350	200	42	0	1 Line
	Startup	Steel Body	Stiffness	Hit	
	10	16	20	2	

Note: Knocks the enemy back to the front line

Two-stage attack that uses a Sliding to lift the enemy and then a roundhouse kick to blast them to the front line. After the roundhouse kick, the user also moves to the front line. The Sliding part is easy to hit and activates quickly, but the second-stage roundhouse kick will whiff if the opponent is heavy and short. Refrain from using it against certain enemies.

Fole Cube Explanation

Titrei's FC contains special effects geared toward further boosting Rushka. For now, to make special moves easier to execute, use one of the A, D, or E c ombinations that include "Special." Note that Titrei has the unique abilities "Sway" and "Shoot" as innat e traits, but these effects are awkward to use, so co mbinations of F that include both are not recomme nded. The "Supply" and "Heal" included in F can be effectively used in place of A or D, so there's no pro blem using them that way.

List of apex special effects

Front	Special	Sway	Mental	Heal
	Special move RG reduction	Rear evasion	FG consumption reduced	Increased HP recovery
Back	Shoot	Supply	Fast	Cool
	Additional shot	FG recovery	Self stagger shortened	Self RG reduction

List of Special Effect Combinations

A	Special	Sway	Mental	Heal
B	Mental	Heal	Fast	Shoot
C	Fast	Shoot	Cool	Supply
D	Cool	Supply	Special	Sway
E	Fast	Cool	Mental	Special
F	Sway	Supply	Heal	Shoot

Jupho Flash

Jusen (Concentrated Gunfire)

Learned at Lv **22**

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	510	350	15	0	
	Occurrence	Steel Body	Stiffness	Hit	
	27	0	32	1	

Note: Arrows can reach other lines

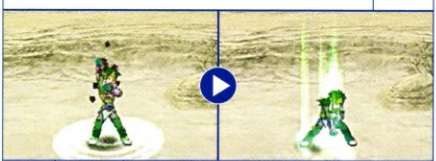
1 Line

Shoot an arrow at your feet and reflect it toward the enemy. Reflected arrows will fly even if the target is on a different line , so you don't need to aim manually. This cannot be followed up from a normal attack, so think of it as a long-range attack. Also, the recovery time after the attack can be canceled with a forward-guard cancel, so it's good to remember that.

Geki - Jusouheki (Fierce Tree Armor Wall)

Geki·Jusouheki (Geki・Jusouheki)

Required Level **30**



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	–	370	69	–	
	Startup	Steel Body	Stiffness	Hit	
	–	–	–	–	

Notes: Alchemy (Can only be used when FG is fully restored)

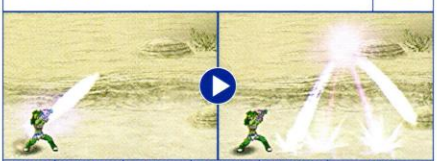
On oneself

This is an artes that recovers HP while guarding. The effect lasts for 12 seconds, and if you keep guarding during that tim e you will recover around 800 HP. The amount recovered fro m this effect is fixed regardless of RG, and it also heals during Rush Burst. Because the HP recovery amount is quite high, it s hould be handy to set this as an HP-recovery option.

Senshōsen

Senshōsen (Sen-sho-sen)

習得LV **33**



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	600	400	10	0	
	Startup	Steel Body	Stiffness	Hits	
	24	0	36	3	

Notes: –

1 Line

The tricky special skill where an arrow shot into the sky splits and rains down on enemies. The startup is quick, but because the attack trajectory is unusual it cannot be linked from normal attacks. Also, the attack power value is for when all hits connec t. If you want to land all of them, aim for large-bodied enemies. The recovery after the attack can be canceled by forward-guarding, just like "Juhousen" (Tree Armor Flash).

Geki Shunsatsuren

Geki Shunsatsuren (Geki·Shunsatsuren)

Required Level **48**

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Wind	–	440	47	–	
	Startup	Copper body	Stiffness	Hit	
	–	–	–	–	

Notes: Alchemy (Can only be used when FG is fully restored)

On oneself

For 8 seconds, the post-action lag after using special skills other than "Juhousen" and "Senshousen" is reduce d. In addition, using it raises RG by about 30 and also sh ortens the stagger time when taking hits. With this you can even pull off combos like Normal Attack ×3 → "Fang Combo" → "Fang Combo" → various Mystic Artes.

Mystic Artes: Make use of the few powerful Mystic Artes

Overall, many Mystic Artes have slow startup, are hard to land on enemies, and have long recovery, so they are not suitable for combos. Only a handful of Mystic Artes r eliably hit enemies, so it's fine to earn just the SP needed to learn those. The most versatile is "Hizakura Gouga" (a ki projectile), followed by the ranged-type "Guren Tuiren Sen" and "Souha Tuiren Sen," which are recommended f or being easier to hit enemies. Other Mystic Artes have s trong quirks and are often limited to specific situations.

Supplementary Item Entries

Attack Power: The strength when the first hit of a normal attack is set to 100
Impact Value: The higher this is, the more likely the enemy's RG will increase
Startup: Time from pressing the button to the attack hitbox appearing
Superarmor: Time during which you do not stagger when hit by an enemy
Recovery: Time from the end of the attack until you can act again
Hits: Maximum number of hits. Values may vary depending on enemy size
Range: Shows the attack's reach from a top-down view with diagrams and text
*Units for Startup, Superarmor, and Recovery are in 1/60th of a second (frames).

■List of Mystic Artes (in-game display order)

Flying Combo Thunder Crash Fang
Hirengoushouga

Derived From: Thunderous Rending Break
Required Level: 15

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	400	290	40	10	1 Line
	Startup	Steel Body	Stiffness	Hit	
	14	0	30	3	

Notes: –

Performs a consecutive attack that connects from "Shōren Kya ku" to "Gōretsuha." It has a quick start-up and a short attacking d uration, making it less likely to be interrupted by other enemies. As it is the first special move learned, its attack power and numb er of hits are somewhat lacking, but it is still convenient to use. It will be useful for a while until you learn a more powerful special move and replace it.

Hiren Zankukakyaku
Hiren Zankū Kyaku

Derived From: Shourenkakyaku (Soaring Linked Kick)
Required Level: 30
Swift Aerial Wave

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	530	340	64	10	1 Line
	Startup	Steel Body	Stiffness	Hit	
	14	0	30	6	

Notes: –

Aerial spinning kick special move that keeps launching the enemy upward with kicks. Its attack power is moderate, and i ts HP recovery value and start-up are excellent. However, all s ix hits landing is rare; often some hits miss and you end up fl ying off by yourself. If you add "Fast" and manage to land all hits, you can follow up with normal attacks after landing.

Guren Rentenkaku
Guren Renten Kyaku

Originating from: Shōrenkyaku
Required Level: 20
Fang Combo

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	440	310	42	10	1 Line
	Occurrence	Steel Body	Stiffness	Hit	
	12	0	30	5	

Notes: –

Hammer Blow → Low Kick → Uppercut → Roundhouse Kick → Mid/Low Aerial Kick: a visually cool 5-hit combo. Th anks to the Low Kick and Uppercut connecting, it hits targ ets of any size, which is welcome. For those focused on hit count, this special move, which has 2 more hits than "Flying Rengoshōga," is recommended.

Hyōren Tsuiren Sen
Hiren Tsuire Nsen

Derived From: Shourenkakyaku (Soaring Linked Kick)
Required Level: 28
Jupho Flash

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	520	360	46	10	1 Line
	Steel Body Activation		Stiffness	Hit	
	14	0	30	2	

Note: Arrows pierce enemies

Kick the enemy in front high into the air, then follow up with a rrow attacks while they are airborne. The arrows pierce through the kicked enemy and can hit enemies on the ground, so it's eff ective when enemies are lined up in a straight line. Because the kick's reach is short, use it from close range. After the move the distance increases, so there is no worry about immediate counterattacks.

Sōha Rentenkaku
Sōha Rentenkaku

Originating from	Required Level
Shōrenkyaku	34
Senshōsen	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	560	380	48	10	1 Line
	Startup	Steel Body	Stiffness	Hits	
	34	0	20	5	

Note: The first hit is an unblockable attack/knocks the enemy down

Using an undefendable curved shot to pull the enemy in, then delivering four kicks in succession. Because it knocks the enemy down, a benefit is that it cannot be counterattacked. The startup is quite slow, but it can tech in multiple hits after power and leave of

Hiō Gōshōga
Hiō Gōshōga

Derived from	Learned at Lv
Gōretsuha	32
Jupho Flash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	5604810	380			1 Line
	Startup / Stagger / Hit				
	30030		30	5	

Note: The number of hits increases the closer the enemy is (up to 8 hits)

An enhanced version of "Gouretsu Renga Dan." Although it won't connect after "Shourenkyaku" or "Gouretsu Ha," it is a st ong ultimate technique with hits after power and leave of shitting. Also, when combin

Gouretsu Renga 弾
Gouretsu Renga Dan

Originating from	Required Level
Thunderous Rending Break	25
Fang Combo	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	480	340	44	10	1 Line
	Startup	Steel Body	Stiffness	Hit	
	30	0	56	6	

Notes –

An ultimate technique that gathers ki to produce a ki-energy p rojectile in front of the user. "Shōrenkyaku" — it does not chain-hi t after enemies are blown away by "Gōretsuha," but at level 25 its attack power and number of hits are excellent.

Gouretsu Sōshōsen
Gouretsu Sōshōsen

Derived from	Required Level
Gōretsuha	37
Senshōsen	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	600	400	50	10	1 Line
	Startup	Steel Body	直 Hand	Hit	
	13	16	30	6	

Note: Knocks the enemy away

Launches an enemy by following a tackle with a water-pressu re shot. It has a long travel distance and can connect even after an enemy is blown away by "Gōretsuha." Also, because the user is in a hardened state

Gōretsu Zankūkyaku
Gōretsu Zankūkyaku

Derived from	Learned at Lv
Gōretsuha	28
Swift Aerial Wave	

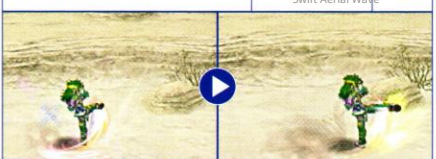
Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	420	360	46	10	1 Line
	Startup	Steel Body	Stiffness	Hit	
	11	0	30	2	

Note: Knocks the enemy away

An uppercut launches the enemy into the air, followed by a tria ngular kick that knocks them away. It tends to miss against heavy or short enemies, but if you add "Fast" and land this ultimate at the edge of the screen, you can follow up with normal attacks for a combo.

Guren Zankūkyaku
Guren Zankūkyaku

Derived from	Required Level
Fang Combo	40
Swift Aerial Wave	



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
–	560	380	48	5	1 Line
	Startup	Steel Body	Stiffness	Hit	
	13	0	24	9	

Notes: Blows enemies back to the rear line

While advancing, repeatedly strike with middle kicks, and wit h the final kick send the enemy flying to the back line. The reac h is rather short, but follow it links from most special moves, it is ideal for racking up h

Character Analysis: Titorei

Gurentuirensen (Gurentuilen Flash)
Guren Tsuíren Sen

Derived from	Learned at Lv
Fang Combo	35
Jupho Flash	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	640	400	50	10	
	Startup	Steel Body	Stiffness	Hit	
	28	0	30	3	

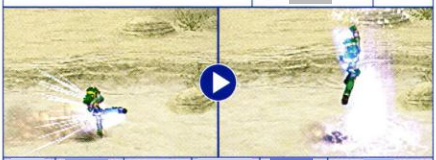
Note: Arrows can reach other lines

1 Line

A shooting-type secret technique that fires "Juhōsen" three ti mes in succession. Its startup is somewhat slow and it cannot be l inked from "Shōren 'Leg'," but the appeal of this technique is that it can be used to attack and deal damage, being considered. It is effective, [illegible]

Sky Break Azure Soaring Flash
Kūha Sōshō Sen

Derived from	Required Level
Shikkūha (Rapid Air Wave)	45
Senshōsen	



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	680	430	76	10	
	Startup	Bronze Body	Recovery	Hit	
	13	16	14	5	

Notes: Launches enemies

1 Line

Charges with a middle kick, then hits the enemy upward with a powerful uppercut. Overall, it is a strong finisher with excellen [illegible]

Guren Sōshōsen
Glensoushousen

Derived	Learned at Lv
Fanged Rapid Strikes	39
Senshōsen	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	680	420	57	10	
	Activation	Bronze Body	Stiffness	Hits	
	18	0	30	12	

Notes —

1 Line

Shoots 12 arrows in rapid succession toward the upper-front diagonal. Enemies that are short in stature or positioned farther along the attack trajectory will suffer a drastic reduction in hit count, but against massive foes such as bosses it delivers devastating power.

Ao-Break Falling Lotus Flash
Sohatsu Irensen

Derived	習得LV
Tree Cannon Flash	Event
Senshōsen	

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Earth/Wat	700	790	48	10	
	Startup	Steel Body	Stiffness	Hits	
	50	30	32	16	

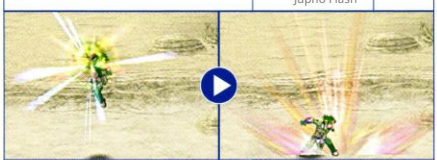
Notes —

1 Line

Titrei's Trial (see p.241) — can be learned later. The level guideli ne is around level 35, the same as "Guren Tuirensen." It is a terrify ing technique that fires 16 curved shots toward a wide frontal a rea, but due to enemy size and the randomness of the curved sho t trajectories, the number of hits is unstable. However, although it s startup is among the slowest of Titrei's special techniques, it hits enemies immediately upon activation, so it can connect after mov es like "Shourenkaku" or "Gou Rapp a" which makes it attractive. B ecause of these characteristics, when several reasonably large ene mies are clustered in front, the total damage can be quite high. Wi de-area attacks within Titrei's specials are rare, so use it actively.

Sky Break Falling Lotus Flash
Kuuhatsu Irensen

Derived from	Learned at Lv
Shikkūha (Rapid Air Wave)	43
Jupho Flash	



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	640	440	56	10	
	Startup	Steel Body	Stiffness	Hit	
	46	20	30	4	

Notes —

Adjacent Line

Creates a shockwave around the area with a powerful heel dro p. Among Titrei's techniques, this is the only special that affects multiple enemies on adjacent lines, and it is an ultimate move that deals heavy damage to all surrounding enemies.

Extra Style: The Essence of Titrei? Archer Style

As a front-line fighter, HP and defense are somewhat l acking, as mentioned above. Therefore, a viable approac h is to fight in the middle ground between front and bac k lines to match the character's capabilities. The techniqu e to use in that case is the long-reach arts skill "Jubousen " (Tree Cannon Flash). If you set four of these and fire fro m long range, you can attack without taking counteratta cks. Note that "Jubousen" is calculated as slashing dama ge, so equipping a weapon with high slash attack power will increase damage. ■Trajectory of Jubousen shots

A special move that unleashes a three-shot barrage from the Graylensen land. However, he also excels in ability

The ultimate fires three consecutive shots The ultimate cannot reach. "Guren Tuirensen" is good. (end of sentence, real meaning)

Forward jump distance

The forward jump distance on the same line is about 7–8 c haracter lengths. It reaches farther than Eugene's "Retsukyo Spear" (表墜槍).

Jump distance to a different line

"Jubousen" surprisingly flies diagonally and even hits enemies on different lines. Its travel distance becomes shorter, but it reaches a range where enemy counterattacks cannot b

Relentlessly attack with Jubousen!

When fighting in Archer style, decide not to app roach the enemy and keep attacking exclusively w ith Jubousen. In this case, set controls to Manual t o make the most of Jubousen's reach. Also, combi ne FC special effects such as "Supply," which can r ecover FG, and "Shoot," which enables additional attacks, to improve your rotation and attack efficie ncy. Furthermore, using the technique of recoveri ng FG with an art after using an ultimate (see p.05 1) will increase your rotation speed.

After firing "Jubou" use it to cancel th e recovery. It is a forward guard cancel.

■ Order of FG Usage

Activate Jubousen with 1A

Use "Tree Cannon Flash" fro m any one FG. Raise the RG s o it can unleash the Mystic Arte.

Activate the special move with 2 B

Use the day gauge to unlea sh a Mystic Arte. This will he avily reduce the turn gauge.

Activate Tree Cannon Flash with 3 B

If you use a skill while the gau ge is heavily negative, the gau ge will recover!

Activate the Mystic Arte with 4

After this, C for "Tree Cannon Flash" → D then Mystic Arte "Tree Cannon Flash" → Follow with a Mystic Arte using A.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Character Analysis: Tearle

Recommended Tactics: Fully Commit to Hit & Away

Titre is good at initiating fast attacks and excels at delivering rapid successive strikes to a single enemy. However, his defense is not high, so he is in danger when surrounded. Therefore, adopt a hit-and-away tactic: after each set of successive attacks, move away from the enemy, adjust your FG and RG, and then charge in again.

■Summary of Characteristics

- Excels in attack startup and movement speed
- Low HP and defense; dangerous if counterattacked
- Possesses both close-range and long-range arts

Example Set / Player-controlled: Use projectile arts to keep enemies at bay

If you control Titre yourself, make use of long-reach arts like "Jubou Sen" (Tree Cannon Flash) and "Senshou Sen" (Fan Soaring Flash). Stand a little away from enemies and fire those arts; when an enemy reacts and approaches, land a combo to deal heavy damage. If the enemy doesn't come closer, keep firing "Jubou Sen" repeatedly. For the other arts, equip versatile moves like "Fang Combo" and the blowback-capable "Gouretsu Ha" (Roaring Rupture) for general use. 仁樹砲閃二

Stop their casting. Fire "Jubou", and if a enemy begins to chant an art, immediately target

■Preparations Before Battle

Arts/Techniques

For zoning, use "Jubou Sen" or "Senshou Sen", and include a healing alchemy art in your basic set. For the mystic/art skill, try to equip one with as high an attack power as possible. The remaining slots, such as "Fang Combo", can be changed according to preference.

Set position	Technique name
UP	Thunderous Rending Break
FRONT	Fang Combo
BACK	Geki · Jusoheki
DOWN	Jubou Sen

Formation

Because Titre can attack enemies from any distance, formation order can be set purely for formation effects. Create a formation effect that raises attack power or FG recovery to strengthen o

Set example / Auto: Have them relentlessly use "Fang Multiple Strike"

In auto mode, they can't keep their distance and perform dexterous moves like "Tree Cannon Flash." If that's the case, you might as well Set two techniques: the easy-to-land "Fang Multiple Strike" and an alchemy skill for HP recovery/analysis. Also, slightly lower the attack frequency so they don't rush into enemies too much, and configure formations and tactics so they can unleash three powerful arts.

For boss fights, set two alchemy skills to make HP recovery easier.

"Tree Cannon Flash" or "Fan Soar Flash" Because they fire while p ressed close, even if set, the enemy More likely to be caused.

■Preparations Before Battle

Arts/Techniques

Mainly "Fang Multiple Strike" and alchemy that are easy to land. When there are many relatively tall and light enemies, you can also set "Roaring Rupture."

- Fang Combo
- Geki-Ju Armor Wall

Formation / Strategy

To lower attack frequency, place them near the center. However, set tactics to "Fight bravely" or "Prioritize techniques," and once they commit to an attack, have them deliver powerful combos. For operational orders, switch according to the situation with commands like "Reduce the number of enemies" or "Support the rear."

Tactical Action	Reduce the Number of Enemies
Attack Frequency	Fight Bravely
Artes Condition	Prioritize arts and techniques

Selected!

Practical Combo Collection

Combo Collection

1 | Basic combo focused on ease of landing hits

Total Attack Power	Hit Count	Difficulty
860	12	★

An introductory combo that starts from the easy-to-land special move "Fang Combo" (effective regardless of an enemy's size or weight) and connects to the also-easy-to-land Mystic Arte "Guren Rentenkaku". For the Mystic Arte part, it's good to swap in higher-level Mystic Artes such as "Gou Retsu Rengan" or "Gou Retsu Zankuu [Leg]" as you learn them. Also, the somewhat slow-starting "Sōha Tsuiren Sen" fits in without issue, so it's recommended.

Normal attack ×3 → Fanged Combo → Guren Rentenkaku

Contains 12 pieces

On the third step, as long as you don't use "Roundhouse Kick," any normal attack will do.

"Fang Combo" has a long active attack duration, so keep mashing the button until the Mystic Arte lands.

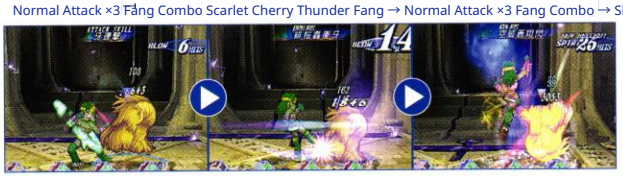
Even against short enemies, the "Fang Combo" lifts their bodies at just the right height, so the special move reliably hits all its stages.

2 | Fast Scarlet Cherry Thunder Fang Combo

Total Attack Power	Hit Count	Difficulty
2320	25	★★

The short-recovery "Scarlet Cherry Thunder Fang" combined with the special "Fast" effect makes it easy to follow up with a normal attack after the skill ends. From there, if you chain a "Fang Combo" and another requisite skill, you can expect considerable damage. However, enemies are prone to Rush Burst mid-combo, so avoid overusing it.

Normal Attack ×3 → Fang Combo → Scarlet Cherry Thunder Fang → Normal Attack ×3 → Fang Combo → Sky-Breaking Azure So



If the enemy's RG is high, you can skip the normal attacks and start directly with "Fang Combo."

If the "Fast" effect level is 3 or higher, the normal attack will be quick enough to connect.

Use the second "Fang Combo" only when FG is fully recovered. The final special move can be changed to taste.

3 Kick-Away Hit-Count Farming Combo

Total Attack Power	Hit Count	Difficulty
2360	32	★★★

This is a 30-plus-hit combo combining the Effect Level 4 "Fast" special effect and the Mystic Art "Guren "Zankūkyaku" (Rushing "Sky-Slicing Kick"). However, it requires both your and the enemy's RG to be relatively low and both to be positioned on the furthest back line. If you want to increase the attack power further, replace the final Mystic Art with "Sōha Tsuiren Sen" (Azure Break Lotus Descent).

Normal Attack x3 → Fang Chain Strike → Guren Zankūkyaku → Normal Attack → Fang Chain Strike → Guren Z

Up to this point, it's already the standard combo. No detailed explanation should be necessary.

When "Guren Zankūkyaku" ends, perform a short dash while landing normal attacks. This is the tricky part.

If you add Effect Level 4 "Shoot" to this "Guren Zankūkyaku," the combo can extend up to 36 hits.

Hilda

Throws cards from long range and, paired with Mao, wields water/earth and light guida nce magic as weapons. The offensive power of those magical arts is immeasurable.

Abilities

A pure guidance-magic user boasting the highest magic attack power

Exactly a backline-oriented ability set: the highest magic attack among all charac ters but the lowest HP. Compared to Mao, who is also a guidance-magic user, this c haracter has higher magic attack and slash defense, but inferior HP recovery and F G recovery. Physical and magic defenses are not especially low, but the small HP b ecomes a liability — a powerful strike will collapse them quickly. Therefore, the suit able fighting style is to keep distance from enemies and support the front line with guidance magic that excels in attack range and number of hits.

If an enemy gets close, you cannot fight back with normal attacks like Mao should.

Movement speed is very slow, so f lee as much as possible.

Strengths

- Boasts the highest magic attack power
- Uses guiding magic that excels in at tack range and number of hits

Weaknesses

- Has low HP and low HP recovery, making them easy to be defeated
- Normal attacks are hardly use ful

Level-based Parameters

LV	HP	Attack Power	Magic Attack Power	Defense	Magic Defense	HP Recovery Power	FG Recovery Power
Increase Amount	46.0	4.5	5.0	3.0	2.5	2.5	2.075
5	411	30	70	30	50	70	80
20	1101	97	145	75	87	107	111
40	2021	187	245	135	137	157	152
60	2941	277	345	195	187	207	194
80	3861	367	445	255	237	257	235
100	4781	457	545	315	287	307	277

※ "Attack" and "Defense" are shared for slashing and striking.
※ "Increase Amount" indicates how much each parameter increases with each level gained.

Spell/Technique and Mystic Skill Learning Table

Arts/Techniques | Mystic Arte

From the Start	Rock Barrage Splasher Thunder Spear
LV1	
2	
3	
4	
5	
6	
7	
8	
9	
10	
11	
12	
13	
14	
15	
16	
17	
18	Stone Break
19	
20	Freeze Lancer
21	
22	
23	
24	Cluster Raid
25	
26	Aqua Stream
27	
28	Flash Tear
29	
30	
31	L Robe
32	
33	
34	
35	
36	
37	
38	
39	
40	Shining Ray Grand Dasher
41	
42	
43	
44	
45	フリジットコフィン
46	
47	
48	
LV49	L・ソーサリー
[Learned via event]	Divine Saber

I want to fight without using it if normal attacks are possible.

The normal attack that throws cards has a fairly long reach but is slow to start, so it can't be relied on to attack enemies. There's no reason to use it proactively, so consider using it only to recover FP when it runs out.

When an enemy gets close, immediately retreat or hit and escape using a fast-starting "mid-level throw" or "air low throw."

The initial hits can connect in succession and can be performed, but the second card can be chained up to two times. There is none.

When using arts instead of normal attacks and there is still time, maintain distance from approaching enemies. Repel them.

■ Normal Attack Branch Table

1st hit		Paragraph 2	
↑ A	High throw	↑ A	High throw
→ B	Mid throw	→ B	Mid throw
<-B	Mid throw	← B	Mid throw
↓ C	Low throw	↓ C	Low throw

Jump attack	
↑ D	Air horizontal throw
→ D	Air horizontal throw
← E	Air low throw
↓ E	Air low throw

How to Read Branches
- In the table, 「」 「」 「」 indicate the direction on the directional pad that should be pressed simultaneously with the button
- The letters A–E in the table correspond to the normal attack motion list below

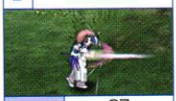
■List of Normal Attack Animations

A High throw

Startup 28

Only hits tall enemies. Do not overuse.

B Mid throw



Startup 27

Even so, this is on the faster side. This is the basic one.

C Low throw

Startup 31

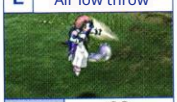
Its start-up is slow, but this handles short enemies.

D Air horizontal throw

Startup 22

Does not hit short enemies. Better not to use it.

E Air low throw



Startup 22

By adjusting the height, it can hit any enemy. It can hit any enemy.

The reach of the card rivals a spear!

Card throwing cannot be relied on as a primary attack, but against weaker enemies it can deal decent damage. In any case, its reach is almost comparable to Eugene's spear, so it's excellent in that you can attack without receiving counterattacks. If you ever fight weaker enemies, mixing in card throws in the front line isn't a bad idea. Of course, it goes without saying that using artes is easier...

When an enemy approaches, you can step back while jumping and land an "air low throw".

If you stay a little behind Eugene when he is on auto and throw cards, you can fight safely.

※"Startup" refers to the time between pressing the button and when the attack's hit detection occurs. The smaller the value, the faster the move comes out.

Hilda

Artes and Techniques — Focus on effects that immobilize enemy movement

All of Hilda's guiding artes have many hits and excel at keeping enemies in place. Leveraging that effect, the basic winning pattern is to aim for: "the front-line starts attacking → begin casting while they attack → time the guiding arte to hit as the front-line's attack ends" → "while the enemy is immobilized by the guiding arte, the front-line attacks again." In particular, "Stone Break" and "Shining Ray" have very wide attack ranges, and these guiding artes should be used frequently if the enemy does not have resistances such as steel-body or defense. ■ List of artes and techniques (order displayed in-game)

Supplementary Item Entries

Attack Power: Power when the first hit of a normal attack is set to 100
Shock Value: The higher this is, the more likely the enemy's RG will rise
Startup Chant: Time from the end of the startup chant until the attack hit is registered
Chant Time: Time from pressing the button until the Fole activates
Recovery: Time after the attack ends until you can move again
Hits: Maximum hit count. May vary with enemy size, etc.
Range: The attack's reach viewed from above, shown with diagrams and text
*The units for Startup Chant and Recovery are 1/60 of a second (frames).

Rock Barrage

Required Level: From the Start

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	500	230	35	15	1 Line
	Startup 36	Casting time 90	Stiffness 28	Hit 3	

Notes: —

This Fole launches a rock projectile diagonally upward from the ground; among the techniques available from the start, it has the highest attack power. Because its startup is some what slow, it may miss fast-moving or flying enemies. Its feel in use is not much different from "Splasher," so switch between them based on enemy weaknesses and resistances.

Thunder Spear

Required Level: From the Start

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	420	170	20	12	1 Line
	Startup 18	Chant Time 104	Stiffness 30	Hit 1	

Note: The electric attack pierces enemies

Fires an electric discharge that crawls along the ground in a straight line forward. Because it has piercing properties, it deals 420 damage to all enemies along that line. It only hits if fired from the same line as the target, so its accuracy can be a concern, but considering its piercing effect, its total damage output is excellent.

Splasher

Learned at Lv: From the Start

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	460	200	30	10	1 Line
	Activation 21	Casting time 85	Stiffness 26	Hit 2	

Notes: Launches enemies

An art that jets a column of water vertically from the ground. Its greatest strength is that both its casting time and activation are fast. Powerful artes generally have long casting times and are thus easy to interrupt, so the speed of this art is a major advantage. It remains useful late in the game as a means to stop enemy movement, so it's a good idea to have at least one of these equipped.

Stone Break

Required Level: 18

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Land	980	430	77	22	Adjacent Line
	Activation 22	Casting Time 160	Stiffness 40	Hit 4	

Notes: Launches enemies

Raises rocks around the circumference centered on the target and finally forms a massive stone spear in the center. It also affects adjacent lines, so it can deal heavy damage to multiple enemies around the target. It is learned relatively early at level 18, and remains a powerful art that will be useful even in the late stages of the game.

Fole Cube Explanation

Compared to fellow sorcerer Mao, it has offe nsive special effects such as "Damage," "Hold," and "Blow." In addition, by using "Mental" or "S upply," you can compensate for slow FG recove ry, so choose combinations that include those s pecial effects. The recommended combination i s the D set, whose appeal is that "Shining Ray" + "Drain" can paralyze many enemies. Convers ely, it is better to avoid the B combination, whic h has rather mediocre effects.

List of apex special effects

Front	Damage	Blow	Mental	Hold
	Damage Increase	Knockback Increase	FG Recovery Increase	Enemy Stun Extension
Back	Blast	Supply	Burst	Drain
	Enemy Spell Damage Reduction	FG Recovery	Enemy RG Increase	Inflict status abnormality

List of Special Effect Combinations

A	Damage	Blow	Mental	Hold
B	Mental	Hold	Burst	Blast
C	Burst	Blast	Drain	Supply
D	Drain	Supply	Damage	Blow
E	Burst	Drain	Mental	Damage
F	Blow	Supply	Hold	Blast

Aqua Stream

Required Level 26

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water	750	420	67	10	1 Line
	Activation	Casting Time	Stiffness	Hit	
	60	138	38	3	

Notes: Knocks enemies away

A fierce stream of water is sprayed diagonally upward, blowing away any enemies it touches. This spell has a relatively slow activa tion, but its casting time is the shortest among higher-level spells, making it useful when facing many enemies. Incidentally, only th e area around the water jet's outlet also affects adjacent lines. Th e range is narrow, but it's welcome that it can immobilize enemies on different lines.

L Robe

Lightning Robe

Learned at Lv 31

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	—	500	69	—	On oneself
	Startup	Casting Time	Stiffness	Hit	
	—	0	—	—	

Notes: Alchemy (Can only be used when FG is fully restored)

For 15 seconds, you are clad in a garment of electric shock that retaliates with electricity when struck by an enemy. The d amage itself is not reduced, and being hit will interrupt the sp ell's casting, but the effect of preventing consecutive hits is a major advantage. It can be called a valuable alchemy techniqu e that covers Hilda's greatest weakness: low HP.

Shining Ray

Required Level 40

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	1000	480	57	20	Adjacent Line
	Occurrence	Chanting Time	Stiffness	Hit	
	35	202	40	7	

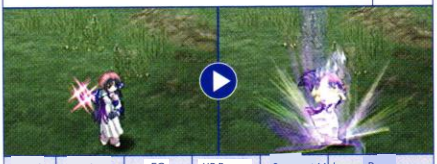
Notes: —

Causes a rain of light to fall from above, dealing dama ge to multiple enemies including adjacent lines. Because it attacks for a long time, it is a powerful Fole that keeps enemies pinned down for an extended period. Incident ally, if you target a back line, it will not reach the front lin e, but if you target a front line, it can attack all lines.

L・ソーサリー

Limited Sorcery

Required Level 49



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Light	—	370	62	—	On oneself
	Startup	Chanting Time	Stiffness	Hit	
	—	0	—	—	

Notes: Alchemy (Can only be used when FG is fully restored)

For 18 seconds, shortens the chanting time of all Foles, includi ng Mystic Artes, to three-quarters. In addition, it has the beneficia l effect of doubling the FG recovered by normal attacks. The HP re covery value is also high, so it is useful whether you control the c haracter manually or use auto. It's a good idea to have either this Fole or "L-Robe" equipped in at least one slot.

Know the differences in Mystic Arte attack ranges and use them appropriately

Hilda's special techniques all have very high attack power and can clear groups of enemies. However, each has a distinctive attack range, so you won't get the maximum effect unless you choose between them according to the number and size of enemies. In particular, the "Grand Dasher," which completely misses if enemies change lanes, and the "Divine Saber," which has difficulty damaging fast-moving enemies, should be used strictly for slow-moving enemies and for boss fights, respectively.

Supplementary Item Entries

Attack Power: The strength when a normal attack's first hit is set to 100.
Impact Value: The higher this is, the more likely the enemy's RG will increase.
Startup (occurrence) / Chant: The time from the end of the startup chant until the attack判定 (
Chant Time: The time from pressing the button until the mystic art (skill) activates.
Recovery: The time after the attack ends until you can move again.
Hits: Maximum number of hits. There may be discrepancies depending on the enemy's size.
Range: The attack's reach shown from a top-down view using diagrams and text.
* The units for startup/chant time and recovery are 1/60th of a second (frames).

■List of Mystic Artes (in-game display order)

Cluster Raid

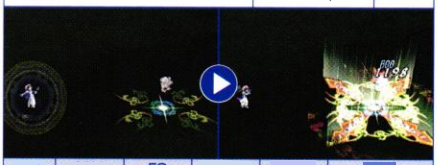
Originating from	Required Level
Lock Barrage Thunder Spear	24

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Chikako	1000	400	67	27	Adjacent Line
	Startup	Casting time	Recovery	Hit	
	20	180	40	4	
Notes	—				

A mystic art that summons eight crystals from above the target, arranged around a circumference. Because the crystals fall at an angle rather than straight down, they may miss short enemies. Avoid using this on such small enemies; instead use it against relatively larger foes. The attack has a fairly wide area, so it's ideal to target places where enemies are clustered.

Flash Tear

Originating Skill	Required Level
Splasher Thunder Spear	28



Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water Light	1160	440	60	14	Adjacent Line
	Startup	Chant Time	Stiffness	Hit	
	85	170	56	4	
Notes	—				

Draws a holy sigil on the ground and damages enemies standing on it. The attack area extends diagonally adjacent to the target as well, but does not hit enemies directly above, below, or to the sides. The best use is to target the enemy at the center when slow-moving enemies are densely grouped, so as to envelop those around it.

Freeze Lancer

Derived	Required Level
Rock Barrage Splasher	20

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Earth/Water	800	370	57	12	All lines
	Startup	Casting Time	Stiffness	Hit	
	44	160	56	1	
Note: The ice spears fly in a fan-shaped pattern					

Fires five ice spears with 800 attack power each in a fan-shaped spread. If you fire from close to a large enemy, up to three spears can hit for a total of 2400 attack power, producing that massive damage. Conversely, if you are far from the enemy or the enemy is small, you cannot expect large damage. The true worth of this special technique is revealed in battles against gigantic bosses.

Grand Dasher

Derived	Learned at Lv
Stone Break Shining Ray	40

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Chikako	1800	650	83	20	1 Line
	Startup	Casting Time	Stiffness	Hit	
	66	240	64	7	
Notes	Launches enemies into the air				

This special move creates a fissure beneath the target's feet and attacks the entire line. If the target moves lines it can be avoided, but if it connects it deals massive damage and is expected to immobilize the enemy's movement for a long time. Against enemies on the ground it reliably hits 7 times, so the total damage is outstanding when enemies are clustered on one line.

Frigid Coffin

Originating from: Stone Break / Aqua Stream
Required Level: 45

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Earth/Water	1700	700	72	20	Adjacent Line
	Startup	Cast Time	Recovery	Hits	
	50	260	64	5	

Note: The number of hits varies with the enemy's size

It generates an ice mist centered on the target that extends to adjacent lines, and finally a crystallized ice sword pierces only the center. Because the number of hits from the ice mist changes with the enemy's size and position, a drawback is that the damage is inconsistent. Also disappointing is that the final ice sword has less attack range than it appears. However, larger enemies are more likely to receive multiple hits — up to 7 hits — and it can deal damage equivalent to an attack power of 2380.

Small enemies that appear in normal battles will have fewer hits, and unless facing a giant boss you cannot expect the maximum hits. Still, it can be worth using to aim for the occasional large damage hit.

Divine Saber

Originating from: Aqua Stream / Shining Ray
Learned at Lv: Event

Attribute	Attack Power	FG	HP Recovery	Impact Value	Range
Water/Light	1900	800	65	20	Adjacent Line
	Generation	Casting Time	Recovery	Hit	
	23	290	68	10	

Notes: —

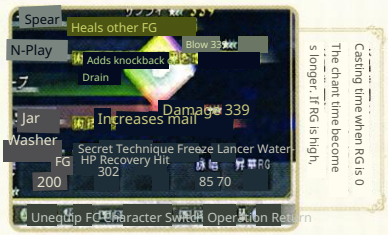
After dropping two bolts of lightning in each of the eight surrounding directions, this ultimate strikes the central target with an extremely thick lightning bolt. You can learn it at around level 48 after completing Hilda's Trial (see p.303). Its feel is similar to "Frigid Coffin," but this one has more consistent damage and more easily damages enemies around the target.

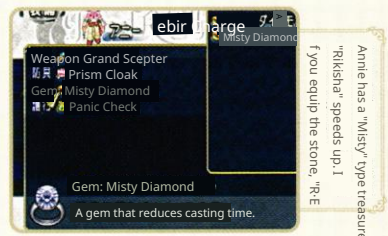
Note that the final lightning bolt also hits enemies in adjacent lines, so if enemies are clustered you should always activate it aiming at the center. If you target an enemy at the edge of the group, the final lightning will not hit surrounding enemies and the total damage will d

Extra Equip

Greatly increases casting speed to the limit

For Mao, Annie, and Hilda, being defenseless during casting time is unavoidable. In particular, Mao's and Hilda's secret arts have long casting times, so try to shorten casting time as much as possible to reduce periods of vulnerability. The easiest method is to equip "Misty"-type gems. Also, character-specific options include using Mao's FC special effect "Misty" or Hilda's alchemy "L-Sorcery." If you want to shorten it further, the only option is to use the secret factor "Casting Time 1/2" from the dish "Borscht."





■Methods to Shorten Casting Time

Method	Shortened frame
Equipped Misty Diamond	−21
FC special effect "Misty" Level 4	×0.68
Alchemy "L-Sorcery"	×0.75
Secret Factor of "Borscht"	×0.5
Casting Time Reduction Technique (see p.073)	3 per rotation

Recommended Tactics: Stay away from enemies and focus on spell attacks

Given her outstanding magical attack power, Hilda should adopt a playstyle of relentlessly attacking with spells. Do not recklessly attempt normal attacks; instead, keep your distance and chant spells from afar. Also, to take advantage of the wide area and high hit count of her spells, use her to target enemies that are being attacked by the front line and take on the role of stopping surrounding foes.

Summary of Characteristics

- Possesses spells with superior range and high hit counts
- Extremely poor at close combat
- Low HP and easily taken down

(Example setup / Player-controlled 1: Use spells with short casting times for normal battles)

In normal battles where there are many enemies and they can easily close in, start by using the short-cast, knockback spell "Splasher." For special techniques, the short-cast, wide-range "Freeze Lancer" is recommended. Also, in case you get surrounded, equip "L Robe," which lets you counterattack with lightning when hit. You will still take damage, but it should prevent fatal wounds.

Preparations Before Battle

Arts/Techniques

The short-cast "Splasher" is indispensable. Also equip either the excellent defense "L Robe" or "L Sorcery," which shortens casting time. Fill the remaining slots as you prefer.

Set Position	Technique name
UP	Shining Ray
FRONT	Splasher
BACK	L. Robe
DOWN	Stone Break

Ideally obliterate the enemies as they are concentrated in front of the party, or use "Shining Ray" when enemies are concentrated in front of the party, or "Stone Break."

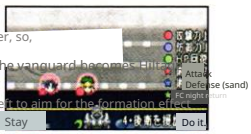
Formation

Allies maintain their formation centered on the controlled character, so,

If positioned too far to the right, the vanguard becomes thin.

If you fight enemies too close to Da.

Place (the character) slightly to the left to aim for the formation effect that increases magic attack power.



(Example set / If you control yourself: 2 In normal battles, use arts with short casting times)

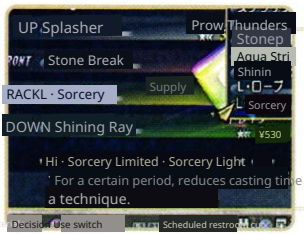
In boss battles, if the vanguard holds the boss in place, spellcasting will not be interrupted by being hit. Therefore, you can confidently use powerful techniques with long casting times. Choose techniques that exploit the boss's weaknesses, but if none of them hit the weakness, use the short-casting, high-power "Grand Dasher." Also, if the boss is large, Aiming for multiple hits from "Freeze Lancer" is also an option.

Preparations Before Battle

Arts/Techniques

This is a setup for when the boss is weak to water. Replace everything except alchemy to match the enemy's weaknesses. Also, for the guiding arts cast before an ultimate technique, it is better to use those with short casting times.

Set Position	Technique name
UP	Splasher
FRONT	Aqua Stream
BACK	L Sorcery
DOWN	Splasher



Cast with "L. Sorcery." Time reduction and FG recovery increase in power is planned, so the efficiency of attacks is increased.

Formation

Hilda's own HP regeneration is low so I want to form a formation effect with Annie and Titre and receive a share of HP recovery.

The formation effect should grant either increased attack power or increased HP recovery.

Example setup / Set to Auto — You can also leave the use of Mystic Artes to the AI

If you set Hilda to auto-control, she very skillfully adjusts her distance to enemies. And she will chant spells from safe positions where she is unlikely to be attacked. Therefore, even long-casting spells that were difficult to use when controlling her manually can be set on auto without issue. Have her use long-casting, powerful spells like "Stone Break," "Shining Ray," and "Divine Saber" to wipe out clustered enemies.

Once the enemy gets close
Provide immediate support. Be careful of weak points such as being attacked from the rear.

■Preparations Before Battle

Arts/Techniques

In addition to the above, setting "L-Robe" to avoid concentrated attacks and the ranged "Splasher" for harassment will allow you to fight more stably.

Stone Break

Shining Ray

Formation / Strategy

Positioning in the formation is best at the far left or one slot to the right. Also, if you include Annie in the party, place members near Annie so they can benefit from increased FG regeneration from "Charge Vint" and distributed HP recovery. As for tactics, it's fine to set them to aggressively use artes and mystic artes.

Tactical Action: Stick with the vanguard
Attack Frequency: Fight bravely
Skill Conditions: Prioritize artes

Forced! Non-practical Combo

Combo Collection

1 Situation-limited Playful Combo

Total Attack Power	Hit Count	Difficulty
560	3	★★★

Hilda, who cannot even land consecutive normal attacks, is unrelated to combos. Frankly speaking, there is no decent practical combo. However, if Annie cooperates, it is rather forced, but it is possible to link a normal attack into a Fole.

First, as preparation, lower RG and use "L Sorcery" to shorten casting time. Then, at the moment Annie uses "Pain Regen," if you perform a normal attack → "Splasher," a 3-hit combo will be achieved.

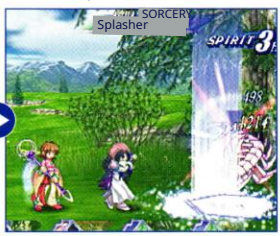
Pain Regen (Annie)

Connect a controller to the 2P side so a friend can control Annie and use "Pain Regen."

Normal attack

Due to the effect of "Pain Regen," enemies remain stiff until the rain stops. Aim for this moment to cast "Splasher."

Splasher



If Borscht's secret factor "Half Casting Time" is active, it can chain into "Aqua Stream."

秘奥義大全

Fusionic Force

A special move in which two characters fuse their respective Foles and unleash an attack — a "Hidden Mystic Art." With flashy presentation, it deals tremendous dam age and hit counts, guaranteeing the enemy's destruction.

Learn the mechanism and incorporate it into your tactics

The activation of a Hidden Mystic Art is not random. When c ertain conditions are met and "FINALITY CHARGE BREAK!!" app ears in the corner of the screen, you can activate it by pressing a button. Unlike techniques or arcane arts, the learning conditi ons are either advancing the game to a certain point or raising your level and number of battles above specified thresholds. N ote that after a Hidden Mystic Art activates once in a normal ba ttle, it will not activate again until you finish five more battles.

Ultimate Secret Technique Standby Complete
Can rack up th
e number of hits. If activ
ated, (you'll) further hi— Then, attack a little afterwards

■Conditions for Activating the Ultimate Secret Technique

- ●Ultimate Secret Technique count reaches 100 or more
  - Calculation of the count
    - Weapon latent ability activates during battle +7
    - Receive heavy damage and get downed during battle +3
- ●Only one enemy remaining
- ●Character who learned the Ultimate Secret Technique must be able to act
- ●In boss battles, enemy HP is 10% or less

When the above conditions are met,
"FINALITY CHARGE BREAK!!"
When "と表示された、ボタンだけを押す" is displayed, just press the button

■ Canceling the activatable state (the count returns to 0)

- ● One minute passes after a Mystic Arte (Secret Technique) becomes available
- ● Use an item
- ● The character who learned the Mystic Arte is incapacitated

Preparations to make Mystic Artes easier to trigger

To increase the Mystic Arte count, repeatedly trigger the latent ab ilities of equipment, so equip gear with a high awakening rate to increase it efficiently. Note that the Mystic Arte learned by the curr ently controlled character will be triggered preferentially, but if there are other Mystic Artes not yet triggered, those will take precedence.

■ Three key points to make Mystic Artes easier to trigger

- ● Use equipment with a high awakening rate
- ●Control a character who has learned a Mystic Arte
- ●Place partner characters close together in the formation

Unleash a hidden ultimate technique at the end of the combo

The number of hits for the secret Mystic Skill ranges from about 10 to, in some cases, 30
Exceeds. In other words, by landing a 20–30 hit combo,
If (they) unleash the secret mystic art, (it) results in a total of about 50–60 hits
You can strike out. With a normal combo of 50–60 attacks
you will usually defeat the enemy. In that respect, the Secret Art
Then, even if the enemy's HP reaches zero partway through, the hi
t count will continue to increase until the animation ends. Once it is
activated, there is the appeal that the hit settei shiryō (design materials) count can be

Enemy HP falls to 25% or below
Finish it with the s
ecret ultimate techniqu
e. If you then attack a little from there, your bo

■List of Secret Mystic Arts

Ryuko Metsugazan
Ryukometsugazan

Veigue

Annie

Acquisition condition: When Hilda joins the party

Annie: The Gate of Purification, open!

Veigue: I saw through it!
Annie: Finisher!

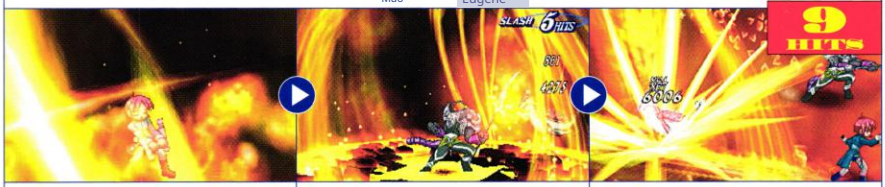
Veigue & Annie: Dragon-Tiger Annihilating Fang!!

Inferno Drive

Mao

Eugene

Acquisition condition: When Hilda joins the party



Mao: Crimson blaze, dwell within my friend

Eugene: This is...
A demonic spear of thunderous explosion that burns everything to ashes!

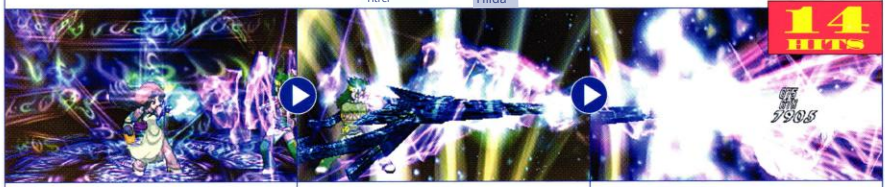
Mao & Eugene:
Secret Mystic Art Ashes no Drive!!

Thousand Braver

Titrei

Hilda

Learning Condition: When Hilda joins the party



Hilda: Eternal violet lightning, possess him

Titorei, take this,
Our Final Shot!

Titorei & Hilda:
Thousand Braver!!

Soha Rekkōsen
Shōha Rekkōsen

Eugene

Annie

Acquisition Requirements: After clearing the Temple of Wontiga

Annie: Great Foles,
grant us a miracle!

Eugene: The moment is infinite,
I stake everything on that instant!

Eugene & Annie: Soha Retsukōsen!!

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Embrace End

Veigue

+

Mao

Acquisition Conditions
Battles between Veigue and Mao at LV25 or above
Participation count of 100 or more

Mao, blaze forth, crimson flame!

Veigue: Now, I'll put you at ease!

Veigue & Mao:
Secret Art! Embrace End!

Infinitia Strike

Annie

+

Titrei

Acquisition Conditions
Level 30 or above, Annie and Titrein
have participated in battles 150 times or more

Titrein: Uooooooh!
Annie: I won't take responsibility for what happens!

Titrein: This is the secret ultimate technique!

Annie & Titrein:
Infinitya Strike!!

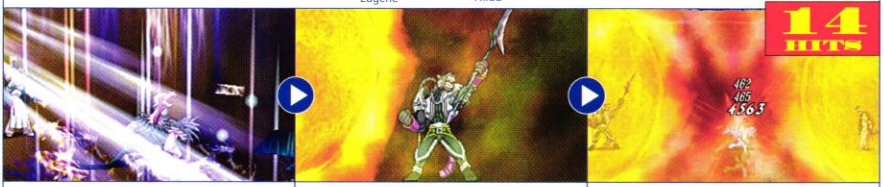
Dual the Sun

Eugene

+

Hilda

Acquisition Conditions
Level 35 or higher, and Eugene and Hi
lda have participated in battles 200 times or more



Eugene: Answer our call
Hilda: Open, door to another world

Eugene: Leave no dust behind
Hilda: Disappear into the void

Eugene & Hilda:
Dual the Sun!!

Celsius Caliber

Veigue

+

Hilda

Acquisition Requirements
Level 40 or higher, and Veigue and Hild
a have participated in battles 280 times or more

Hilda: It looks like we have to finish this all at once.
Veigue: Sword of Absolute Frost!

Hilda: Sword of Condemnation!
Veigue: Etch it into your being...

Veigue & Hilda:
Secret Art! Celsius Caliber!!

Crimson Soaring Heavens

Crimson Soaring Heavens

Mao

+

Titrei

Acquisition Conditions

Level 45 or above, Battle with Titreigh and Mao
Number of battle participations 300 times or more

Titlay: I'm counting on you, Mao!
Mao: Can you escape from these flames!

Titorey: Now! I will become a bird!

Mao & Titlay: Crimson Lotus Sky Flight Oh!!

The ultimate secret art woven by two magicians

There exists an ultimate secret art that can only be activate d from the second playthrough onward. To perform this secre t art, you must execute "Dual the Sun" under the conditions s hown on the right, and during that sequence perform specific operations.

Condition

- From the se
- When Mao, Eugene, and Hilda are in th e party and Mao and Hilda can be contro lled

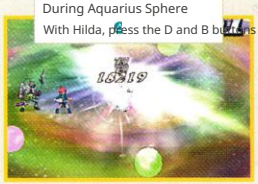
Dual the Sun

During Dual the Sun, press th e button 6 times with Mao

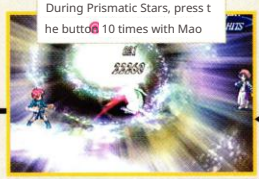
Aquarius Sphere

From the third playthrough onward, press the buttons at least 6 time (between 6 and (6 + number of playthroughs - 1) exclusive).
The same formula applies to other spells.

During Aquarius Sphere
With Hilda, press the D and B buttons 9 times


Prismix Stars

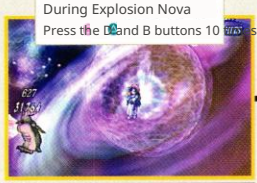
During Prismatic Stars, press t he button 10 times with Mao


Brightest Gate

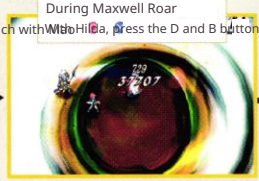
During Brightest Gate, press the button 9 times with Hilda

Explosion Nova

During Explosion Nova
Press the D and B buttons 10 times each with Hilda


Maxwell Roar

During Maxwell Roar
With Hilda, press the D and B buttons 8 times each


Dimensional Material

In the Dimensional Material, at Mao, pr ess L2 eleven times each

Blue Earth

- All members' HP fully restored
- Bonus of +100000 EXP!

* The buttons are the default settings. You may press multiple buttons simultaneously. However, pressing unrelated buttons or using the analog stick will cause failure.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

エンハンス講座
Enhance Lecture

The enhance system is extremely complex, and there are many parts that you won't notice during normal play. Thoroughly understand the mechanisms introduced here so they can help you craft equipment to your liking.

Process 1 Gather a large amount of Enhance Points

To perform an enhance, you first need the equipment to be strengthened and Enhance Points (hereafter EP). As for equipment, the higher the base performance, the greater the increase from enhancement, so use the highest-performance equipment possible. EP is gained in fixed amounts from each battle, and landing combos grants BONUS EP (see the table on the right). However, if you're not good at combos and can only get 1 or 2 BONUS EP, it's more efficient to quickly defeat weak enemies and increase the number of battles.

■Formula for BONUS EP

BONUS EP=

Maximum hits ÷ (Party level + 5 + 4) - 1

Party level =

Average level of allies × (Number of party members + 9) ÷ 10 -

Highest level of enemies × (Number of enemies + 19) ÷ 20}

POINT! The more hits you land, the more BONUS EP you receive!
The tougher the enemy, the more BONUS EP you receive!

Process 2 Enhance your weapons and armor to draw out their power

Once preparations are complete, strengthen your equipment. The amount each parameter rises from reinforcement increases more when the base value is higher, and it decreases with each successive reinforcement (see the table on the right). There's no problem with raising all parameters to their limits, but emphasizing the stats you especially want to boost increases the chance of further enhancement upon inheritance.

For weapons, prioritize the highest of Slash, Strike, or Magic Strike; for knowledge and armor, focus on the lowest stats.

■ Parameter increases from reinforcement

Reinforcement	— Increase	Example of increases
1st time: current value × 5% + 1		280 → 295 (+15)
2nd time: current value × 4% + 1		295 → 307 (+12)
3rd time: current value × 3% + 1		307 → 317 (+10)
4th time: current value × 2% + 1		317 → 324 (+7)
5th time: current value × 1% + 1		324 → 328 (+4)
6th: 328 → 329 (+1)	1	

* Fractions are rounded down. Also, "+1" for awakening rate is "+0.01%."

Chapter 2 Analysis

潜在能力は覚醒を重ねることで強力に

潜在能力 that can appear on any piece of equipment. Which 潜在能力 appears is initially chosen at random from four types each for weapons and armor.

As you repeatedly awaken 潜在能力, the available types will increase (see the table on the right). The full data for all 64 潜在能力 types is listed on P.118 and P.120.

Also, each latent ability has a predetermined initial awakening rate, and the more powerful the ability, the lower its awakening rate tends to be. This initial awakening rate can be increased as a positive modifier, as shown in the table on the right, by developing the special effects of FC.

By the way, the latent abilities of each piece of equipment are determined at the time you obtain that equipment. Keep in mind that even if you reapply enhancements using older save data, you will always get the same latent abilities.

■Calculation of the number of latent abilities

Number of latent abilities = 4 + (total number of awakenings ÷ 6)

*There are 4 types from the start, and you gain one additional type for every 6 awakenings. The number of latent abilities changes with the battle rank (see p.128): EASY: 12 NORMAL: 24 HARD: 25 MANIA: UNKNOWN

27

28

■Positive modifier to initial awakening rate

Modifier = number of ★ × (2 + battle rank modifier) + 100

• Number of ★ = total number of stars on the party's Foles Cubes (if the count is 9990 it is treated as 5 stars)

• Battle rank modifier is EASY=0, NORMAL=1, HARD=2, MANIA=3, UNKNOWN=4

※The battle rank "MANIA" can be selected on the second playthrough; "UNKNOWN" can be selected from the third p

Process 3 Aiming for Further Enhancement through Inheritance

When you inherit an enhanced weapon onto a new, unenhanced and un-inherited weapon, two types of enhancement called "basic inheritance" are performed. First, each parameter increases by the number of enhancements applied. In other words, if the inherited weapon's Slash was enhanced twice, the recipient's Slash will be increased by +2. The second effect is that, according to the calculation on the right, one of the recipient weapon's parameters will be "further increased". Parameters with more enhancement counts have a higher probability of increasing, so focus enhancements on the parameters you especially want to raise.

Formula for Basic Inheritance

The probability (%) that a given parameter will be "further increased" =
(the enhancement count of that parameter ÷ total enhancement counts) × 100

Example: If Slash was enhanced 3 times, Strike 2 times, and FG Recovery 1 time, Slash has a 50% chance, Strike 33%, and FG Recovery 17% chance to increase

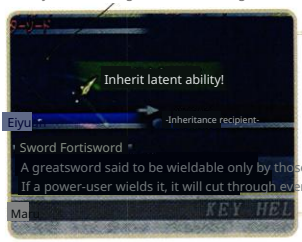
"Further increase amount when it occurs" ※

- Slash/Strike/Magic Strike: Weapon rank × 2 + total enhancement count
- HP/FG Recovery: Weapon rank + total enhancement count
- Awakening rate: (Equipment rank × 5 + Total number of enhancements) +100

※For weapon ranks, refer to "Items/Weapons" from P.412.
※This calculation will have a random value (0 ~ total enhancement count - 1) added to it.

Mechanics of Enhancement in Special Inheritance

When there is only one parameter with the highest number of enhancements, there is a certain probability that "special inheritance" will occur instead of basic inheritance (see the table on the right). In special inheritance, each parameter still increases by its enhancement count, and an additional effect is granted depending on which parameter was enhanced the most. Although there is no dramatic increase to parameters, the "latent ability inheritance" when you had strengthened awakening rate is a welcome effect.


Inherit latent ability!
-Inheritance recipient-
Sword Fortisword
A greatsword said to be wieldable only by those who are chosen.
If a power-user wields it, it will cut through everything at once.

If you steadily raise the awakening rate and you're luck the "latent ability inheritance" occurs many times, ...can be done, but....

Formula for Special Inheritance

When only one parameter is the most enhanced
Let the number of times that parameter was enhanced = E

Special inheritance occurrence rate (%) = (E + 12) × 100

The effect of the special inheritance is determined by the parameter that was enhanced the m

Example: If Magic Attack was enhanced 5 times,
and the other parameters were enhanced 4 times or fewer
Special inheritance occurrence rate = 512 × 100 = 41%
With a 41% probability, the number of times all parameters can be enhanced inc

Additional Effects of Special Inheritance

Parameters	Effect
Slash	Latent ability awakens after 1 enhancement count
Strike (打撃)	Initial required EP is reduced by a "random value (1 ~ E×2)"
Spell Strike (術撃)	The number of times all parameters can be enhanced increases by 1
HP/FG Recovery	Receive EP equal to a "random value (1 ~ E)×16"
Awakening Rate	Inherit the source latent ability with awakening rate +1%

Process 4 If you aim for the ultimate, wait for an Irregular to occur

"Irregular" is a phenomenon that can occur at an extremely low probability during inheritance. There are three types of Irregulars—"Form Change," "Addition of 3 Attributes," and "Potential Change"—and they do not occur simultaneously. Each has tremendous effects, and especially for Form Change, there are many weapons and equipment that can only be obtained by this method. The occurrence of an Irregular is close to a miracle, so if one does occur, handle that weapon or equipment with care.

To increase the chance of an Irregular occurring, repeat inheritance. The more total inheritances you perform, the higher the chance becomes, but unfortunately there is a limit, so there is no guaranteed method to make an Irregular occur.

Formula for Irregulars

Form Change	A weapon or equipment changes into a powerful, non-saleable item Chance of occurrence (%) = Total number of inheritances / 27 (cap 18.5%) Use as the inheritance source a weapon/equipment sold in shops, and as the inh
Condition	
Addition of 3 Attributes	Three attributes are added to the weapon/equipment Occurrence rate (%) = Total inheritance count (Cap 100%)
Conditions	Use as the inheritance source a weapon/equipment that already has attributes add
Potential Ability Transformation	A truly unbelievable latent ability awakens Occurrence rate (%) = Total inheritance count (Cap 25%)
Condition	None in particular

*Details on form changes and equipment ranks are listed on pp. 412–423.

Enhance Weapon

Which attack power the weapon increases is important

From here, based on the processes described above, specific examples of weapon and armor creation will be presented. However, irregulars are excluded from the creation examples because their probability is too low.

For weapons, the important parameter is attack power. There are three types—slash, strike, and spell attack—so it's best to focus on raising the one with the highest initial value. However, for combo weapons or weapons that have awakened powerful latent abilities, prioritize FG recovery rate or awakening rate respectively.

Don't want it!?!?

(Awaken irregularly)

If it exists, other weapons are

"3x DAMAGE". This...

■List of weapon latent abilities

■How to read the table items

・Conditions…… Prerequisites for a latent ability to awaken. "Rank" indicates combat rank, and "Number of Awakenings" represents the party's total number of awakenings. Abbreviations for combat rank are E=EASY, N=NORMAL, H=HARD, M=MANIA, U=UNKNOWN. M can be selected from the second playthrough onward, and U from the third playthrough onward. Latent ability name: The name of the latent ability shown in the equipment screen. Screen display…the name shown when the ability is activated during battle. Displayed name.

・Base Awakening Rate……The initial awakening rate is this value adjusted by the modifier (see P.116) and increased or decreased by a random value.

・Number of Enhancements……The number of enhancements required for that latent ability to awaken. This is fixed and has no random element.

・Effect……The effect of the equipped item in battle.

Condition		Latent Ability Name	On-Screen Display	Base Awakening Rate	Enhancement Count	Effect
Rank	Awakening Count					
E	0	Double Damage	×2 DAMAGE	5.00	2	Deals double the normal damage
	0	Own RG-20	RG −20	4.00	2	Reduces own RG by 20
	0	Enemy stagger time +0.5 sec	HOLD +0.5	3.00	2	Extends enemy stagger time by 0.5 seconds
	0	HP recovery proportional to damage	HEAL HP	3.00	2	Recovers half of the damage dealt as own HP
	6	Steal items	ROBBER ITEM	4.00	3	Steals an item from the enemy, up to one per target※1
	12	Enemy RG-30	RG −30	3.00	3	Reduce the enemy's RG by 30
	18	Reduces the enemy's attack power	MINUS ATK	7.00	3	Reduce the enemy's Slash/Strike attack power for 15 seconds
	24	Additional Heat Poison Effect	POISON	4.50	3	Inflict Heat Poison on the enemy for 12 seconds
	30	Damage x3	×3 DAMAGE	4.00	4	Deal 3 times normal damage
	36	One of your FG is slightly healed	FG HEAL	9.00	4	Restore 100 of the lowest FG ※2
	42	Additional panic effect	PANIC	4.00	4	Inflict Panic on the enemy for 15 seconds
	48	Reduces enemy magic attack power	MINUS MIND	9.00	4	Reduce the enemy's Magic attack power for 15 seconds
N	54	Reduces the enemy's defense	MINUS DEF	9.00	5	Reduce the enemy's Slash/Strike defense for 15 seconds
	60	Causes stun	PIYO	2.00	5	Stun the enemy; does not activate on already stunned enemies
	66	Additional Effects of Weaken	WEAK	9.00	5	Inflict Weaken on the enemy for 20 seconds
	72	Additional effect of paralysis	PARALYZE	7.00	5	Inflict Paralysis on the enemy for 12 seconds
	78	Damage x4	×4 DAMAGE	3.50	6	Deals four times the normal damage
	84	Reduces the enemy's magic defense	MINUS REGIST	10.00	6	Reduces the enemy's magic defense for 15 seconds
	90	Additional effect of freezing	FREEZE	5.50	6	Freezes the enemy for 4 seconds
	96	Normal Attack Combo Count +1	ATKCHAIN +1	11.00	6	Allows one extra normal attack
	102	One of your FG greatly recovers	FG CURE	8.00	7	Recovers the least FG by 200 2
	108	Additional effect: Sluggishness (Slow)	SLOW	10.00	7	Slows the enemy for 12 seconds
	114	Consecutive Hit Count +2	HITS +2	8.00	7	The number of hits of that attack increases by 2
	120	Defeat a weak enemy in one hit	SMASH!	1.00	7	Defeat an enemy whose level is 10 or more lower than yours in one strike
HMU Irregular	126	Shock wave additionally generated	SHOCK WAVE	4.00	8	Generate a shockwave that attacks adjacent lines
	132	Enemy stagger duration +1.5 seconds	HOLD +1.5	4.00	8	Extends enemy stun duration by 1.5 seconds
	138	High chance to steal an item	DACOITY ITEM	20.00	8	High chance to steal an item, up to one per enemy※1
	144	Absorbs 8 times the damage dealt	CURE HP	1.50	8	Recover HP equal to 8 times the damage dealt
	0	Normal attack combo count +3	ATKCHAIN +3	9.00	11	Can perform 3 additional normal attacks
	0	Fully recover FG	FG CHARGE	12.00	10	All FG recover up to "maximum value − 1"
	0	Damage x32	×32 DAMAGE	5.00	11	Deal 3 times normal damage
	0	Your and the enemy's RG become 1	RG 1	5.00	10	Both your and the enemy's RG become 1 regardless of status

*Note 1: In the "Enemy" section starting on p.382, only the items listed in the top row of the "Items" column can be stolen. HMU can be stolen less FG has decreased by at least the recovery amount.

■Recommended latent abilities for weapons

Damage-focused

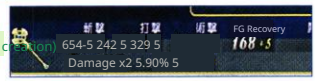
For Eugene

If you just want to defeat enemies, choose a weapon that e mphasizes the attack type the character is good at. For Eugen e, most weapons have high slash attack power. Therefore, first inherit a weapon that boosts slash attack power into your mai n weapon and aim for the basic inheritance effect "Slash Attack Power Further Increased." After that, continue strengthening t he main weapon, and it's ideal if a latent ability like "Damage ×○" awakens.

POINT!

- Use basic inheritance to "Further Increase" attack power
- Aim for latent abilities like "Damage ×○"

Example of creation



Combo-focused

For Veigue

When aiming for combos, use a weapon with high FG rec overy but low attack power and low impact value. For Veigu e, "Halstadt" or "Obsidian" are recommended. Inherit a wea pon that increases FG recovery into these and aim for the b asic inheritance effect "FG Recovery Further Increased." Aft er that, only strengthen FG recovery and awakening rate, a nd deliberately avoid boosting attack power.

POINT!

- Prepare weapons with low attack power and low impact value
- Aim for latent abilities that can lower the enemy's RG

(Example)

Focus on support abilities — for Titorey

Titorey's strength is the large number of hits. If you make us e of that, you should be able to take advantage of latent abilitie s that inflict status ailments, even if their awakening rates are s omewhat low. First, repeatedly enhance until the latent ability t hat inflicts status ailments activates. Once the desired latent abi lity awakens, focus on raising its awakening rate, then inherit it to your main weapon aiming for the special inheritance "Inherit Latent Ability."

POINT!

- Aim for latent abilities that add status ailments
- Pass on latent abilities via special inheritance

(Creation Example)

Emphasize FG recovery

For Annie

All of Annie's formation arts have a very narrow area of effect unless used with full FG. Therefore, what Annie's w eapon needs more than attack power is FG recovery. Pre pare a weapon that strengthens FG recovery, inherit that into your main weapon aiming for "FG Recovery Further I ncreases." Alternatively, inherit a latent ability that restor es FG via the special inheritance "Inherit Latent Ability."

POINT!

- Prioritize raising FG recovery
- Latent abilities that restore FG are ideal

Creation Example

Ultimate Equipment

Creation Plan 1

Collect "Slash Refining Stones" and "Strike Refining Stones" to increase attack power!

Repeatedly enhancing does not make equipment infinitely str onger. If you want to further strengthen a favored piece of equi pment, you have no choice but to raise its parameters with refini ng-stone items. Among the refining stones, the "Slash Refining S tone" and the "Strike Refining Stone" are dropped at a high rate by an enemy called "Cronel" that appears in the Sylgrog Manor (see P.374), so by fighting it repeatedly you can gather quantities. Each refining stone only increases a parameter by one, but ever y little bit helps. Let's work hard to create the ultimate equipment.

Colonel on the 10th floor

After defeating it, once leave the manor and defeat it again Go to die. Repeat this to collect numbers.

② Continued on → P.121

Enhance Protector

Reinforce armor to cover weaknesses

Unlike weapons, when strengthening armor you should focus on improving whichever of Slash, Strike, or Magic defense is the lowest. Among the party members, Veigue and Annie have fairly balanced defenses, but the other four have extremely low defenses in certain areas; if you don't strengthen those, they'll take huge damage and be defeated. For Veigue and Annie, consider boosting Magic defense to prepare for powerful arts used by bosses.

This is a common effect. Recovery-type effects are versatile and useful, such as "HP Recovery" and "FG...". Latent abilities are handy ways to equip...

List of Armor Latent Abilities

■How to read the table items

・Conditions… requisite for a latent ability to awaken in battle. "Rank" is a pre

Rank and "Awakening Count" indicate the party's total number of awakenings. Battle rank abbreviations are E=EASY, N=NORMAL, H=HARD, M=MANIA, U=UNKNOWN. M becomes selectable from the second playthrough onward, and U from the third. The latent ability name shown in the latent ability name/performance field for equipment. Screen display... shown when activated in battle or listed in the Battle Book.

Name to be used.

・Base awakening rate... After applying the correction value (see p. 116) and adding a random value/subtracting it, this becomes the initial awakening rate.

・Number of enhancements……The number of enhancements required for that latent ability to awaken. This is fixed and has no random element.

・Effect・・・・・・・・・・・・The effect when activated during battle.

Rank	Condition	Latent Ability Name	Displayed on the screen	Base Awakening Rate	Enhancement Count	Effect
E	0	When defending: your RG becomes 50	RG 50	7.00	2	When a guard succeeds, your RG becomes 50
	0	When defending: HP recovers by 3%	HP +3%	7.00	2	When a guard succeeds, your HP recovers by 3% of maximum HP
	0	When taking physical damage: reduced by 50%	PHY HIT 50%	8.00	2	Reduce slashing/striking damage from enemy attacks by 50%
	0	Reduced magic damage by 50% when taking magical damage	MIN HIT 50%	8.00	2	Reduce spell damage from enemy attacks by 50%
	6	Negates status ailments at low probability	VANISH EFFECT	25.00	3	When afflicted with a status ailment, there is a low chance to negate its effect
	12	On defense: Recovers one FG	FG HEAL	15.00	3	When a guard succeeds, the most depleted FG recovers by 40 ※
	18	On defense: Defense increases	DEF UP	15.00	3	When a guard succeeds, your slashing/striking defense increases for 15 secon
	24	On defense: Attack increases	ATK UP	15.00	3	When a guard succeeds, your slashing/striking attack increases for 15 seconds
	30	Ability reduction effect: Cancels at medium probability	VANISH DRAIN	50.00	4	When affected by an ability reduction effect, there is a medium chance to nega
	36	When defending: Magical defense increases	REGIST UP	15.00	4	When a guard succeeds, your spell defense increases for 15 seconds
	42	When falling: Automatically performs breakfall	PASSIVE	50.00	4	When about to be knocked down, you perform a breakfall
	48	When defending: Magical attack increases	MIND UP	15.00	4	When a guard succeeds, your spell attack increases for 15 seconds
N	54	Upon victory, Max HP increases by 1	MAXHP +1	4.00	5	Upon victory in battle, your maximum HP increases by 1
	60	When defending, HP recovery rate increases	HPHEAL UP	15.00	5	When a guard succeeds, your HP recovery rate increases for 15 seconds
	66	Status ailment: moderate chance to cancel	VANISH EFFECT	50.0	5	When afflicted with a status ailment, there is a medium chance to negate its effe
	72	When defending: FG recovery rate increases	FGHEAL UP	15.00	5	When a guard succeeds, your FG recovery rate increases for 15 seconds
	78	When defending: HP recovers by 6%	HP +6%	10.00	6	When a guard succeeds, your HP recovers by 6% of maximum HP
	84	When defending: Recover a small amount to FG	FG HEAL	9.00	6	When a guard succeeds, all FG recovers by 20 each ※
	90	When taking physical damage: Reduced by 1%	PHY HIT 1%	10.00	6	Reduce slashing/striking damage from enemy attacks by 1%
	96	When taking magic damage: Reduced by 1%	MIN HIT 1%	10.00	6	Reduce spell damage from enemy attacks by 1%
	102	Ability reduction effect: High chance to cancel	VANISH DRAIN	75.00	7	When affected by an ability reduction effect, there is a high chance to nega
	108	Avoids being stunned	STUN GUARD	70.00	7	Avoid becoming stunned
	114	When taking physical damage: automatically defend	AUTO DEFEND	10.00	7	Automatically defend against slashing and striking damage
	120	When using items: HP recovery amount ×2	ITEMHEAL ×2	50.00	7	HP recovered from items is doubled
H	126	When incapacitated: survive with 1 HP	REVIVE	10.00	8	When you become incapacitated, survive with 1 HP
M	132	When near death: recover 20% HP	HP +20%	18.00	8	When HP is reduced to 10%, recover 20% of maximum HP
	138	When defending: enemy attacks are nullified for about 3 seconds	FLASH	10.00	8	On successful guard, become invincible for 3 seconds
U	144	When defending: reflect damage	SORN DAMAGE	10.00	9	When a guard succeeds, reflects 50% of the received damage back to the enemy
Irregular	0	When defending: recover 30% HP	HP +30%	10.00	11	When a guard succeeds, restores 30% of own maximum HP
	0	Negates status ailments with high probability	VANISH EFFECT	85.00	8	When afflicted with a status ailment, highly likely to negate its effect
	0	Does not flinch from physical attacks	PENETRATE	25.00	11	Will not flinch when receiving slashing/blunt attacks
	0	Does not flinch from magical attacks	PENETRATE	25.00	11	Will no longer flinch when hit by magic attacks

※ HP will not be restored unless the FG decreases by at least the recovery amount.

■ Recommended latent abilities for armor

Focus on magic defense

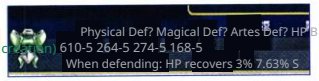
For Eugene

Eugene's low magic defense is critical and can even lead to incapacitation in normal battles. Therefore, inherit armor with magic defense raised to the maximum into his primary gear, aiming to trigger a further "increase" in magic defense. Ideally, the latent ability would be "reduce magic damage," but in practice the reduction only applies to one or two hits out of multiple hits. The effect is not large.

POINT!

- Above all, raise magical defense
- Ideally, the latent ability should be "When defending: HP recovery"

Example of creation)



Prevent status ailments

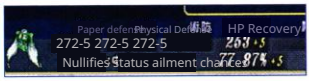
For Annie

Annie, who serves as the party's medicine box, struggles to use artes effectively when afflicted by status ailments. To prevent this, try creating armor with the latent ability "Nullify Status Ailments." First, repeatedly enhance equipment until "Nullify Status Ailments" awakens; once it has awakened, inherit it onto the intended armor to aim for inheriting the latent ability. Additionally, adding resistance with a talisman makes it perfect.

POINT!

- Aim for the latent ability "Nullify Status Ailments"
- Strengthen the awakening rate as much as possible

(Example)



Prioritize HP Recovery

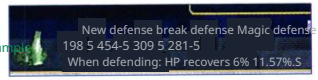
For Titre

Titre's HP and defense are relatively low for someone who fights on the front lines. However, his HP recovery rate and the HP recovery provided by artes and Mystic Artes are excellent, so increasing those is one way to enhance his defensive performance. It goes without saying to inherit armor that boosts HP recovery into his preferred equipment to trigger "HP recovery further increased," and it's ideal if a latent ability awakening grants "HP recovery when defending."

POINT!

- Prioritize HP recovery above all
- Aim for latent abilities related to HP recovery

(Creation Example)



Aiming for Secret Mystic Arte

For Mao

To unleash a Mystic Arte, you need to trigger many latent abilities. In other words, the higher the equipment's awakening rate, the easier it becomes to activate. Although armor latent abilities generally have high awakening rates, many have limited activation conditions. If you're targeting one, it's recommended to go for those whose activation conditions are easy to create—such as those that require defending, like "when defending: defense increases."

POINT!

- Aim for latent abilities that have a high chance to activate when defe
- Focus on strengthening awakening rate

Example of creation)

Ultimate Equipment Creation Plan 2

To increase the awakening rate of a preferred latent ability

Once you experience the effects of a powerful latent ability such as "Damage x4" or "Does not flinch from magical attacks" even once, you'll want to raise its awakening rate further. To raise the awakening rate, first you can use the "Weapon Refiner" and "Protect Refiner." If you win a battle while these are equipped, the weapon's awakening rate increases by "0.01%" with a probability of 1/16, and armor's awakening rate increases by "0.01%" with a probability of 1/8. However, keep in mind that once the awakening rate reaches 50% or more, it will stop increasing.

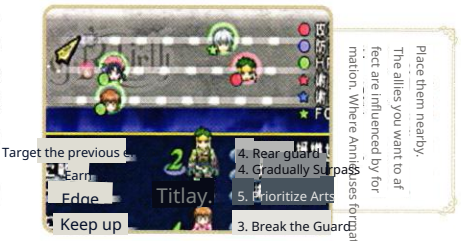
The other method is to use the refinement-stone type item "Awakening Stone" that raises a piece of equipment's awakening rate by "1%." However, you can only collect about 3–4 of these even when combining those obtained from treasure chests and sub-events. To collect more, the only option is to obtain them from treasure chests on floors 40–60 of Sigloug Manor, which are only accessible from the second playthrough onward. Even then, whether they appear in a chest is random. If you want to create the strongest equipment, you'll have to search patiently.

作戦分析
Tactics Analysis

Strategies are such an important element that if you set them up properly, the whole party can win even under auto-control. Here we will explain specifically which formations and tactics should be combined.

Allies faithfully follow strategy

Allies under auto-control faithfully follow the assigned strategy. However, in a negative sense, that means they cannot act flexibly, so the player needs to set strategies according to the situation. That said, under any strategy, allies tend to try to maintain their formation and, once they target an enemy, continue attacking it until it is defeated. If they are not attacking the enemy you want, take control temporarily and switch the target yourself.



Formation effect increases abilities by a little over 10%

There are seven types of formations that trigger formation effects. When formations overlap, the effect level increases. Also, when different formation effects overlap, the one with the higher effect level is applied; if the effect levels are the same, the one with higher priority is applied. ■ List of formations that trigger formation effects

The correction value is 10–15%, but if you consider that it can safely add the equivalent of one or two increases from enhancements with no risk, the effect can be said to be high. That said, don't be so fixated on formation effects that your tactics stop working — that would be putting the

Sub-events ■ Ability Adjustment Values

Effect Level	1	2	3
On-Screen Display			
Correction Value	10%	13%	15%

■Priority of Formation Effects

High ← Priority → Low

Attack Power / Defense / Magic Attack / Magic Defense / HP Recovery Power / FG Recovery Power

Switching tactics according to the situation

Although there are no battles that are impossible to win unless you take a specific tactic, there are situations where reviewing your tactics can make a battle significantly more favorable. For example, when there are many enemies using magic, raise magic defense with formation effects, or against enemies with high attack power ■Sample Tactics

When fighting them, keep RG low with "Stay Calm," increasing defense and HP recovery, etc.

Below are recommended tactics. Set these up in advance and switch between them as the situation requires.

General-purpose type

Handles any situation competently

A formation of two front-line members plus Mao or Hilda, and Annie. Emphasizes a balance of offense and defense to handle any enemy. However, if the back line starts taking hits you'll be in trouble, so respond by switching to the full-defense type below or similar.

Character	Vanguard 1	Vanguard 2	Mao or Hilda	Annie
Combat Action	Aim for the enemy in front	Fight dispersed	Target the enemy in front	Keep up with the vanguard
Attack Frequency	Fight Bravely	Fight Bravely	Fight with good balance	Fight with good balance
Artes Condition	Deal damage	Deal damage	Prioritize arts	Prioritize arts

Melee Attack Type

Overpower enemies by force

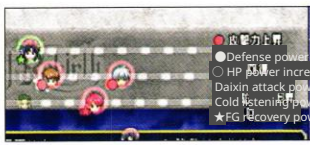
An offense-focused combination of Veigue, Eugene, Titreis, and Annie. The whole team rushes a single enemy and defeats it instantly. However, if there are many enemies using magic attacks or ranged attacks, there is a risk that the three vanguards will be taken down together.

Character	Veigue	Eugene	Titrei	Annie
Tactical actions	Support the rear	Support the rear	Support the rear	Stay with the vanguard
Attack frequency	Fight bravely	Fight with balance	Fight with balance	Calm down
Skill conditions	Deal damage	Aim for the initiative	Prioritize skills	Support the front line

Magic Attack Type

Overwhelm with powerful guidance magic

A strategy centered on Veigue and Mao, who can act flexibly, with Hilda and Annie focusing mainly on guided-magic attacks. While Veigue holds the enemies in place, Mao and Hilda unleash their guided arts. Effective in boss fights and battles against a small number of slow-movi

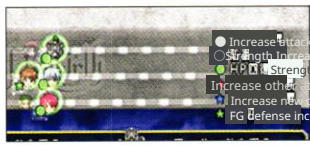


Character	Veigue	Mao	Hilda	Annie
Combat Operation	Support the rear	Leave the strong enemies to them	Leave the strong enemies to them	Support the re
Attack frequency	Fight with balance	Fight bravely	Stay calm	Fight bravely
Skill conditions	Aim for initiative	Aim for the initiative	Prioritize arts and techniques; support the rear	

Full-defense type

If you're in a pinch, switch

A tactic reserved for emergencies that can be used with any party composition. Also, if you switch to this tactic before the enemy's powerful attack lands, it should continue defending as long as RG lasts. Once HP and status ailments have been recovered, return to your



Character	Frontline 1	Vanguard 2	Mao or Hilda	Annie
Tactical actions	Target the enemy in front	Target the enemy in front	Stick with the frontline	Stick with the frontline
Attack Frequency	Calm down	Stay calm; focus on retreat	Focus on retreat	
Artes Condition	Keep your trump card	Reserve arts/techniques	Do not use arts/techniques	Do not use arts/tec

ポイント入手指南

Get Points!

The methods for obtaining the "Smash Points (hereafter SP)" required to lea rn Mystic Artes and the "GRADE" used in the New Game+ grade shop are co mplicated. Understand the system so you can collect them efficiently.

Obtain more SP

In the early stages of the game you rarely have trouble with a l ack of SP, but as you reach the middle game the SP required to le arn Mystic Artes increases, so you will gradually begin to run short . Therefore, we recommend taking steps to increase the amount o f SP obtained by meeting the conditions on the right table. "Techn ical Smash" is not easy to deliberately trigger, and the increase it provides isn't significant. Rather, meet simple conditions such as " do not equip the same skill twice" and "equip Alchemy skills" to rai se the baseline amount you obtain.

■ SP acquisition ca

Base acquisition amount = 9 + α (the following two types)

- +2 for each Alchemy technique set
- -1 if the same skill/technique is set

SP acquired = base acquisition amount × (number of enemies defeated by Artes + 1
× Technical Smash increase rate

*Fractional parts are rounded down.

It's easy to end up setting multiple of the same Arte s. When trying to earn SP, people tend to do This is counterproductive.

When you want a specific character's S P, it's faster to control them yourself and quickly earn it.

Can you earn more with a Technical Smash?

If you defeat an enemy under certain conditions, "2 TECHNICAL SMASH!" will be displayed at the upper-left of the screen, and the item acquisition analysis rate and SP acquisition amount will increase by the displayed percentage.

That said, the increase rate per battle is 10–20%.

At the analysis rate, the item drop rate increases as is, but the amount of S P obtained only rises by about 1–2 points at most. Therefore, if the goal is obtaining items, this is an effective method; but if the goal is to farm SP, there is no need to worry about it.

3 ■List of Technical Smashes

Achievement Difficu	On-Screen Display	Condition	Increase rate
Low	BURST	Defeat enemies while in Rush Burst state (RG100)	+2%
	○ CHAINS	Defeat an enemy with a combo attack. If you defeat them with "normal attack ×3 → skill," it counts as "4 CHAINS."	+1%
	○ GROUP	Defeat multiple enemies at once with a single sequence of attacks. If two are defeated simultaneously, it counts as "2 GROUP."	+1%
	NO DAMAGE	Defeat that enemy without taking damage from it	+1%
	HIGH SPEED	Defeat (the enemy) within 5 seconds of the start of battle	+1%
	TRIANGLE	Execute three consecutive normal attacks, each with a different directional key, and defeat (the enemy) on the third hit	+2%
	COOL	Defeat an enemy while in cooldown state (RGO)	+4%
High	FINALITY	Defeat (the enemy) with a Mystic Arte	+7%

Collect battle evaluation points, GRADE C

GRADE is a numerical value earned by fulfilling certain conditions during battle, and it serves as a score evaluating how well you fought. By collecting these, you can customize the system at the Grade Shop when starting a second playthrough (see p.446). GRADE is set for each enemy group (the combination of enemies that appear simultaneously), and even if you meet the same conditions against the same group again, you will not receive GRADE again. Note that in boss battles, the GRADE earned is multiplied by 10.

GRADE is limited. Obtained
Encounter area informatio
n Acquisition rate is in the battle book
Can be checked in "Reports".

■GRADE List

Type	Amount Obtained	Condition
10 HITS OVER!	1.20	Defeat an enemy with MAX HIT of 11 or more
25 HITS OVER!	5.00	Defeat an enemy with a MAX HIT of 26 or higher
5 CHAIN FINISH!	2.00	Defeat an enemy with a personal 5-chain or more; normal attack ×3 → Skill/Ultimate works
FULLHP FINISH !	1.40	Defeat all enemies while everyone's HP is fully restored
NO DAMAGE FINISH !	1.60	Defeat all enemies without taking any damage; defending still counts as taking damage
10 SECONDS FINISH !	2.30	Destroy all enemies within 10 seconds from the start of battle
30 SECONDS FINISH !	1.00	Defeat all enemies within 30 seconds of battle start
NO GUARDED FINISH !	1.20	Defeat all enemies without having your attacks guarded

■Changes in acquisition amounts by difficulty

Difficulty	Multiplier
EASY	0.8
NORMAL	1.0
HARD	1.2
MANIA	1.4
UNKNOWN	1.6

※Difficulty MANIA can be played from the second playthrough onwa
UNKNOWN becomes available from the third playthrough onward
※Using items reduces the amount obtained

Aim to fully obtain the GRADE

Most GRADEs become easier to obtain as your level increases, but for “NO DAMAGE FINISH!” and “NO GUARDED FINISH!”, using methods like those shown in the photo below makes them easier to obtain. If you want to obtain GRADEs from dungeons you can no longer enter, go to the Saiglog Mansion where enemies from all areas appear (see p. 374).

So as not to take damage
Stop their movement. Sp
ecifically, use the “Hourglass” on enemies
But it is a last resort.

Use a Rush Charge before attacking
If you do your attack will b
e defended and you can perform a Zikool Charge
and attack without performing it.

Recommended grinding
points

You’ll gain astonishing amounts of experience and Gald!

If you want to earn GRADE or raise your level to clear the “Sigrog Mansion,” and you need to level up, late in the game when targets are level 55 and above, it’s recommended to grind in the final dungeon (name withheld). In the upper levels of the final dungeon there are rooms where, by using a Foles, you can fight enemies; because you can repeat battles without wandering around, you can efficiently accumulate experience and Gald. Also, in a building just inside the upper level you can restore HP and FG.

Here, aim your Foles at the monument. Per battle the approximate gains are about 6000 experience and 3500 Gald.

料理運用術

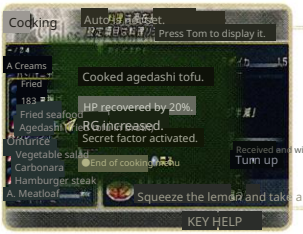
Make use of Cooking

This dish is excellent in terms of cost, healing amount, and reliability as an HP recovery method. If you carefully select recipes and secure ingredients, you won't need to stay at inns. The recipe list is printed on p.436.

Learn the hidden effects of dishes and seek out superior recipes

In addition to HP recovery, dishes can also change RG, and this changes continuously as described below. In other words, if you keep eating only curry rice with the effect "RG +10", you will always be fighting with a high RG.

Also, the secret factors unique to each recipe can have amazing effects, such as "5× experience gained." Secret factors are more likely to occur the more times you cook a dish, so if you find an effect you like, keep cooking it.



You can check whether it occurred. Whether an actor has triggered or not Secret Factor before battle if you cook manually.

■Initial RG values for each character

Character Name	Initial value	Character name	Initial value
Veigue	30	Annie	40
Mao	40	Titrei	50
Eugene	20	Hilda	20

■ Changes in RG from Cooking

- When you cook, RG increases or decreases by the recipe's RG change value. It can change up to a maximum of 95 and down to a minimum of 5
- At the end of battle, if you do not use auto-cook, RG moves toward its initial value, changing by 3 each time

Example: If Titrei's RG before battle was 35
After the battle ends, RG increases by 3 to become 38.

*RG altered by cooking will return to its initial value when you stay at an inn or recover at a memory circle.

■ Secret Factor Activation Rate

The base activation value is 2 for all recipes.
Activation rate (%) = base activation value × number of times that recipe has been cooked ÷ 30

POINT! The more times a recipe is cooked, the more likely the Secret Factor will appear!

However, the base activation value changes under the following conditions
- If the Secret Factor is not activated, the base activation value is 100
- If "Secret Factor Rate Up" is in effect, the base activation value is 8

Cooking attempts are counted up to 100 times, so
The maximum probability is 8 × 100 ÷ 30 = 26 (%)

■ Relationship between proficiency display and number of cooking

Proficiency	★	■	★★★	★★★★
Number of cooking	10	20	30	100

Introducing recommended recipes from an overall perspective

3 The following four have moderate HP and FG recovery, and overall RG change is balanced at about ±0. Above all, since the ingredients do not overlap, there is no bias in the number of times they can be cooked. That's part of its appeal. Furthermore, if the Fruit Cheese's secret factor "Enhance Points +30" occurs, you even get the chance to strengthen your equipment all at once.

■ Recommended recipe combinations

Meatloaf

HP recovery	RG change	Additional effect
No 40%		None

Ingredients: Beef, Onion, Egg, Milk

Fruit Cheese

HP Recovery	RG Change	Additional effect
50%	-10	All three FG fully restored

Ingredients: Cheese, Banana, Strawberry, Kiwi, Apple

Curry Rice

HP Recovery	RG Change	Additional effect
30%	+10	Full FG Recovery

Ingredients: Rice, Potato, Carrot, Pork

Boat Platter

HP Recovery	RG Change	Additional effect
70%	None	All FG +200 30 seconds after battle start

Ingredients: Tuna, Sea Bream, Squid, Salmon, Octopus, Shrimp

Make use of the ingredient delivery from the Magical Pot

It is basic to procure ingredients at the ingredient shop, but when you run out of ingredients inside a dungeon or want ingredients that are not for sale, the Magical Pot's ingredient delivery is convenient. However, a newly received Magical Pot will have very few ingredients delivered. ■ Ingredient Procurement Facility Screen

Not received yet. First, hand over the tickets and start by leveling up the Magical Pot. It is more efficient to collect tickets after you can ride Shaorun by referring to the "World Map" included with this book.

Ingredient Delivery Rate

Indicates the probability that each ingredient will be delivered to the Magical Pot. It is determined by the stock of ingredients: the more tickets given for an ingredient — i.e., the more abundant the ingredient — the lower the delivery rate.

Magical Pot Level

There are three items: "Frequency," "Type," and "Quantity," each with its own level. It rises up to level 8. By the way, raising it to the maximum requires 54 tickets and 406,000 gald.

■Level-up Costs for Each Item

LV	Frequency	Type	Quantity
1→2	400	1000	1500
2→3	1600	4000	6000
3→4	3600	9000	13500
4→5	6400	16000	24000
5→6	10000	25000	37500
6→7	14400	36000	54000
7→8	19600	49000	73500

■Increase in the number of possible level

The number of possible level-ups = 3 + (the number of times tickets have been handed in ÷ 3)
In other words, every time you hand in 3 tickets, the number increases by 1

■Changes Based on Magical Pot Level

Frequency

Deliveries are made after moving for the delivery time※
Delivery time (seconds) = 240 - (Frequency level - 1) × 30

※Time will not pass unless you move.

Type

At least one type; the number of types can increase up to a maximum of three accord
Type increase rate (%) = (Type level - 1) x 3

Quantity

At least 1 item, and up to a maximum of 5 items can increase according to the prob
Item increase rate (%) = (item level - 1) × 4

Learn the concept of stock and adjust the ingredients to be delivered

Although it is not shown on the screen, the ingredient procurement facility has ingredient stock. Stock increases when tickets are handed in and decreases when purchases or deliveries are made. Therefore, to get ingredients delivered, hand in tickets to increase stock, and for deliveries ■Rules for increasing and decreasing each ingredient's stock

Increase	Increases by 15 each time a ticket is handed in
	The maximum is 200 items; after that you can no longer hand in tickets
Decrease	Purchasing at the ingredient procurement facility decreases the stock by 1
	When delivered, regardless of the number of items delivered Reduces by "stock before delivery ÷ 20" In other words, from a stock of 200 you can deliver 58 times
	The minimum quantity is 0, and purchasing/delivery will be unavailable

*Fractions below the decimal point are rounded up.

If there are ingredients you do not need, purchase them at the facility to reduce stock, and you can to some extent control which ingredients are delivered. Also, when the total stock increases, there is a bonus of delivery of enhancement items as shown below.

■Magical Pot Rare Delivery

Deliver	Items to be delivered
High Up to 37%	Sage
Mid Up to 5%	Lavender, Rosemary, Verbena, Saffron
Low Up to 2%	Chamomile, Savory

*The maximum % applies when all ingredients' stock is at the maximum value (200).
If stock decreases, the delivery rate will be lower than this. Also, only one unit of each type will be delivered

COLUMN 1

Enjoy by changing the battle rank

Although the battle system in this game is characterized by intense action, if you feel “It’s too easy and not challenging!” or “It’s too difficult and I can’t progress!”, try changing the battle rank.

For those who want to fight stronger enemies

Battle Rank determines the strength of enemies during combat and can be changed in the Custom section of the menu screen. However, "MANIA" can only be selected from the second playthrough onward, and "UNKNOWN" only from the third playthrough onward. Refer to the diagram below for changes based on Battle Rank. Incidentally, the comparative photos of damage received were taken when a boss with full HP used an all-target attack.

the damage can jump up to twice as much. ku "UNKNOWN". Enemy strength Highest rank limited to from the 3rd playthrough onward

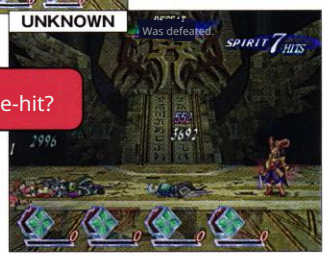
Changes due to battle rank

Is this easy/comfortable like this?

Even on NORMAL
it still hurts quite a bit

Oh no!!

Suddenly,
I'm a mess...



One-hit?

Of course

There are bonuses too!

Raising the battle rank doesn’t just make enemies stronger. The total number of latent abilities that can awaken in equipment increases, and the GRADE received at the end of battles also goes up, so there are definite benefits!

Number of Latent Abilities Increased P.116
GRADE Acquisition Rate Increased P.125

Changes to enemy parameters based on battle rank

Battle Rank	Level Various	Attack Power	HP
EASY	×0.5	×0.5	×0.9
NORMAL	×1.0	×1.0	×1.0
HARD	×1.2	×1.2	×1.2
MANIA	×1.5	×1.4	×1.3
UNKNOWN	×2.0	×2.0	×2.0

Wontiga

Wontiga

Chapter 3

Scenario

Scenario

Now, at last, it's time to set out on your adventure. This chapter compiles actions i nto a flowchart so you can enjoy the story without getting stuck, and includes all maps. It is structured so that side events and cooking recipes can be covered in a s ingle playthrough, so please enjoy the long journey with the short feature articles i nserted here and there as light reading.

How to Read the Walkthrough Pages

The game's story progresses by traveling between towns and dungeons. The elements that mak e up the pages differ slightly between towns and dungeons, so first understand those difference s and how to read them here, enabling you to quickly grasp the information on the pages.

The view of page

Town タウン

The town pages present overall information about the town—n earby enemies, a shop list, and characters—on the first two-page s pread, and on the next two-page spread they introduce specific steps to advance the story, basic events, Sidequests, and dishes you can learn to cook.

Most towns basically use this four-page layout, but s mall towns such as ports or towns that are being rep rinted may be exceptions. Subsequent two-pa ge spreads

First two-page spread

Dungeon

The dungeon pages are divided into two parts. On the first two-page spread, the dun In addition to summarizing John's general information, the map's Includes panoramic views and connections. On subsequent double-page spreads, the contents of treasure chests and

. If you want to clear them on your own, read only the first two-page spread. If you want to know detailed information, also look through the subsequent two

First two-page spread

Two-page spread hereafter

Explanation of elements included on the walkthrough page

11 Phase
Sequential story number. There are 58 in total. Basically increases by one each time you clear a town or dungeon, but in some cases multiple areas are combined into one according to progress.

2 Story
A brief pre-story summarizing the circumstances leading to that location.

3 Access map
Shows the positional relationship between the previous destination and the next destination, and the route of movement.

4 Enemy Data
Information on enemies that appear in dungeons and around towns. Red indicates "boss enemies." Here, a boss enemy refers to an enemy that does not appear in normal battles and only appears in forced encounters.

5 Flow Chart/フローチャート
A chart explaining the flow to clear the game. STEP indicates the steps required to clear, EVENT represents events that trigger automatically, and BOSS indicates battles with bosses. Note that the labels "Claire Side," "Aide," and "Agate Side" denote events in which the scene temporarily shifts.

6 CHECK!
Not necessary if your only goal is to advance the story, but information that is beneficial to know.

7 Detailed Map
Maps of the town or dungeon. Red lines connecting maps indicate how the maps are connected. Also, see "Icon Descriptions" below for the meanings of the icons.

8 Sub-events
Sub-events that occur on that map. The timing and content of their occurrence are also listed. For more detailed information, refer to Sub-event Strategies (P.354).

9 Cuisine
Cuisines that can be learned on that map. The location, when they can be learned, and their effects are also listed.

10 Town
An introduction to the town's situation, characteristics, and so on.

11 Characters
Introduction of the main characters involved in the story.

12 Facilities
Introduction of notable facilities in the town.

13 Shop Data
Items sold in that town. In addition, we also introduce bargain information.

14 Minigames
Minigames you can enjoy in that town (see p.368). The timing and content of occurrences are also listed.

15 Preparations
Overall tendencies and characteristics of enemies that appear and measures to take beforehand.

16 Noteworthy Enemies
From the enemies that appear in that town, its surroundings, and dungeons, we pick out and explain those that are particularly dangerous.

17 Overall Map
Overall map showing the start and goal, locations of treasure chests and boss appearance locations.

18 Traps/Points
Mechanisms and points of caution in that dungeon. Some dungeons may contain multiple such elements.

19 Item List
List of items obtainable by opening treasure chests or examining specific locations.

Explanation of icons

STEP — Actions Required to Clear

BOSS — Boss Battle with Boss (On tables and on the overall map, B)

EVENT — Places where events occur

Cooking — Places where you can learn cooking recipes

Weapon Shop — Place where weapons are sold

Armor Shop — Place Selling Armor

Decorator Shop — Location Mainly Selling Talismans

Item Shop/General Store — Location Mainly Selling Items

Food Ingredients Shop — Places that sell ingredients

Inn — Place where HP and FG can be restored

Memory Disorder — Place where you can save

Building Name — Distinctive Building

START — Starting Point

GOAL — Goal Point

Circled numerals — Item locations

Star mark — Item locations on the world map 4

Sub-event — Location where sub-events occur

Minigame — Place Where You Can Play Minigames

To World Map — Map Movement — Map Entrances/Exits and Their Destinations

Map Connections — Indicates Connections Between Maps

Part 1

追跡
Pursuit

~Pursuing the kidnapped childhood friend~

The Karegia Kingdom that rules the world
Its king, Ladras, lay ill

The king summoned his final strength
and released his own Fole on the night of the full moon
The king's scattered Fole awakened the sleeping Foles within the people
The world fell into great chaos
This is what the world calls "The Fall of Ladras".

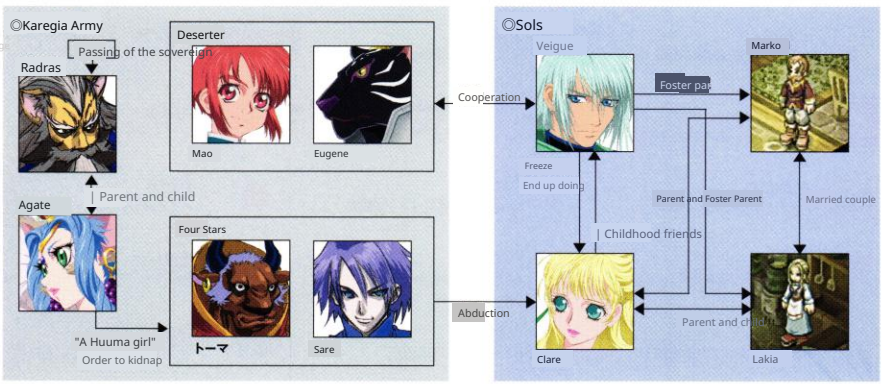
Even in this frontier village of Surz
The village youth Veigue awakens an ice Fole
By his rampaging Fole
The childhood friend Clare is tragically sealed inside a mass of ice

One year later

Two visitors come to Veigue, who has continued to watch over the frozen Clare
and thus the story begins

Character Relationship Chart

Person correlation diagram



Veigue and Clare are childhood friends who have lived in the same house since they were very young. Until just a year ago, the two spent peaceful days playing wit
They had been sending (messages/letters), but were torn apart by "The Sunset of Ladras". Veigue's Fole went out of control and trapped Clare in ice.

Appearing before the grieving Veigue were Mao and Yuzzi, deserters from the Royal Kingdom of Karia's special-ability unit "King's Shield".
Clare was rescued for the first time in a year by Mao's flame Fole, but now new threats named Sale and Thoma were approaching.....

World Map & Flowchart

World map & Flow chart

PHASE 01	Souls	P.134
PHASE 02	Rarlene Great Bridge ~ Etore Bridge	P.138
PHASE 03	Arvan Mountains	P.140
PHASE 04	Minar Plains	P.144
PHASE 05	Mineral	P.146
PHASE 06	Forest of Lost	P.150
PHASE 07	Petonajanka	P.154
PHASE 08	Steelworks	P.158
PHASE 09	Hut on the Toyohous River	P.164
PHASE 10	Sunny Town	P.166
PHASE 11	Hut along the Telara Road	P.170
PHASE 01 2	Sunny Town	P.172
PHASE 13	Karezu	P.174
PHASE 14	Anikamaru	P.180
PHASE 15	Oasis	P.184
PHASE 16	Climbing Cave	P.188
PHASE 17	Babylograd	P.194
PHASE 18	Babylograd Port	P.198
PHASE 19	Balka Port	P.200
PHASE 20	Varka	P.202
PHASE 21	Mesetchina Cave	P.206
PHASE 22	Varka Underground Passage	P.210
PHASE 23	Kalegia Castle (1)	P.212
PHASE 24	Varka Detention Camp	P.214
PHASE 25	Kalegia Castle (2)	P.216

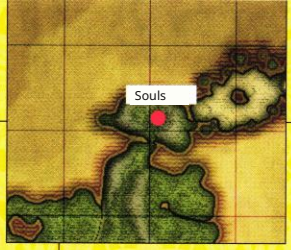
To Part 2

PHASE 01

Town | Dungeon

~ Shiramine Village ~

Souls



ACCESS

The story begins in this village. Note that you cannot go out into the field until you have completed all events that occur in the village.

STORY Veigue watches over Claire, who was frozen by Veigue's own Fole , for an entire year. Capable users Mao and Eugene visit him, and the story opens.

Sulz

Town

Town Information

The story begins in this village

The village of Sools, located at the northern tip of the western continent. Surrounded by mountains perpetually covered in snow and a sea of ice, the temperature remains low throughout the year. Agriculture and animal husbandry are prosperous, and "milk," "potatoes," and "carrots" are among the ingredients found at the village grocer. A road called Keket Highway extends south from the village; heading south along the highway you first see some huts, then cross two bridges—Ralren and Etore—to finally reach the port town of Minarl. Also, small animals called Mahmafu (official name: Northalia Kenagarisu) inhabit the area around the village, and their adorable appearance makes them popular as pets.

Take care

Special Attention

After an enemy attack, defend to avoid counterattacks. Being the very first village, there are no particularly dangerous foes nearby. If you don't finish an enemy with your attack, defend once to block its counterattack and then strike again—by following this basic fighting method you should be able to defeat enemies without taking heavy damage. Also, many of the enemies that appear frequently drop the ingredients "potatoes," "milk," and "carrots," which are used in the recipe "Cream Soup" learned in Sools. Therefore, if you set Cream Soup as your auto-cook, you can fight consecutive battles without worrying about HP.

The roofs of Sools' buildings are steeply sloped so that snow does not easily accumulate. It seems to be...It's probably a bit of common sense for daily life.

If you attack with "Absolute Ice Blade" you can deal heavy damage Blaze Boar is weak water attribute can be inflicted.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Enemy data

Enemy Data

See page P.38

	Enemy Name	HP	Weakness: Steel Body	Half reduction	Guard	Items	Characteristics
	Erinazzio	1261	–	–	–	Potato Milk	Curls up and tackles Short stature
	Koko	1401	–	–	–	Milk Carrot	Moves quickly Attacks fast
	Paciflower	1548	–	–	–	Potato Carrot	Moves slowly Single-hit attack
	Blaze Boar	1789	Water	–	Fire	–	High HP Charges at (rushes)
	B Mao	1154	–	–	–	–	Quick-moving Battle forcibly ends
	B Frozdoor Claw	1427	Fire	–	Water	Lettuce Bread	Launch feathers after flapping Defend after a steep dive attack
	B Toma	51000	Water	"Earth · Fire · Darkness"		–	High attack power Battle forcibly ends

Person

Clare

Marco and Rakiya's daug hter. Veigue's childhood f riend, with a kind person ality that worries about o thers more than herself. She was sealed in ice for a year by Veigue's Fole.

Mao

A youth with the Fole of fire. He escaped from the "King's Shield " together with Eugene.

Eugene

Gajuma, who possesses the steel Fole s. He is searching for empowered in dividuals to investigate the truth of "The Sunset of Ladras."

トーマ

One of the Four Stars who manipulates the magn etic Fole. She came under the queen's order to abduct a Humma girl.

Sare

One of the four stars who manipulates the s torm Foles. Flippant and cynical, he travels with Toma. Rakiya

Clare's mother and also Veigue's foster parent. S he is good at making stew using milk from Soolz.

Marko

Clare's father. He took in Veigue, who had lost hi s parents and had no relatives, and raised him together with Clare.

Institution

Meeting Hall

A chapel built for the w orship of the light. Clar e had been frozen in t his place until Veigue a nd the others rescued her.

Shop Data

Weapon Shop — Northern Valley

Item Name	Equipped by	Price
Broadsword	Veigue	300
Wood Tonfa	Mao	360
Spear	Eugene	420

Armor Shop — Green Meadow

Item Name	Equipper	Price
Leather Armor	Veigue	275
Kilt Jacket	Mao	375
Leather Mail	Eugene	325

Item Shop — Kodama

Item Name	Category	Price
Peach Gummy	Items	500
Life Bottle	Items	800

Food Shop — Yukikiri-sō (Yukikiri grass)

Item Name	Price
Potato	24
Carrot	24
Milk	64

Inn — Silver Pavilion — Fee: –

Good Deal Information — You don't have to buy anything

The village has a weapon shop, an armor shop, an item sh op, and a food shop, but the weapons and armor sold at the weapon and armor shops are the three characters' starting equipment, and the item shop's goods are unaffordable due to having little money. The "Milk," "Potato," and "Carrot" sol d at the food shop are also dropped by nearby enemies, so there is no particular

Souls

Sulz

Flow Chart

BOSS 1 Mao and battle

Mae and Eugene appear at Veigue's location and a battle breaks out with Mao. The battle ends when 60 seconds have passed or when either Veigue's or Mao's HP drops to 0. After the battle, Claire is rescued.

BOSS 2 Battle with Byllus

The enemy formation is Blaze Boar and Frozen Crow ×2. These enemies can be defeated by button-mashing, so use this fight to get used to the basic controls. After the battle, Mao and Eugene formally join the party.

STEP 1 Alley 2 Go to Claire's house

STEP 2 In front of the meeting hall Go to see the commotion

BOSS 3 Battle with Toma

You cannot defeat Toma; after you deal a certain amount of damage the battle will forcibly end. During the fight, Veigue learns "Absolute Ice Blade," so practice linking normal attacks into Absolute Ice Blade. After the battle, you will earn several titles.

STEP 3 Alley 1 Greet Marco and Rakiya Here you meet Marco and Rakiya and finish greeting them, after which you will be able to cook. Also, from this point on, it becomes possible to leave the town.

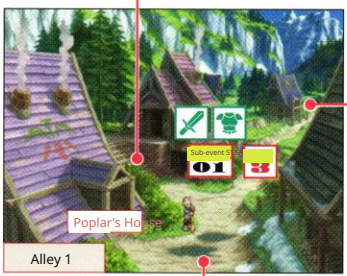
To Rarlene Great Bridge P.138

CHECK!

Receive items at the tool shop and the food shop

Before leaving the town, if you talk to the owner of the grocery shop, you will receive 10 each of the ingredients for "Cream Soup": "Milk", "Carrot", and "Potato". At the tool shop you can also receive 3 "Peach Gummy" and 1 "Life Bottle".

To World Map



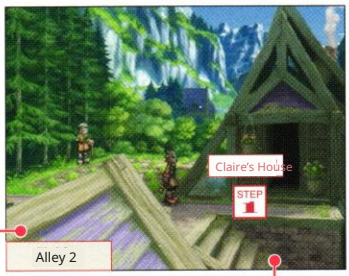
Alley 1

Sub-event Monica and Steve 01 P.355

Period: Phase 01~25

Content: Cheer up the depressed Monica

Chapter 1 Intro
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

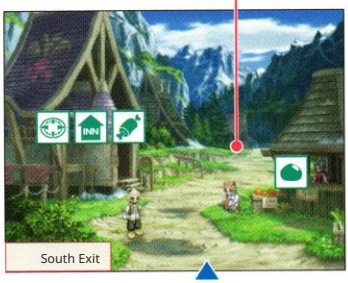


Alley 2

In front of the Assembly Hall

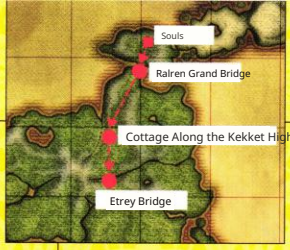
East Exit

To World Map



South Exit

To World Map



Ralrene Great Bridge ~ Etore Bridge

STORY Claire was abducted by the King's Shield. Believing that the King's Shield headed by sea to the capital Vulca, Veigue and the others left the port town Minasoolz

ACCESS

and traveled south along the Kekket Road from Minar About 15 steps later they reach Rarren Great Bridge, from there about 50 steps further along Kekket Road is a hut, and about 40 more steps brings them to the Etrée Bridge.

Aiming for "Great", giving guidance, and reaching Rarren Bridge tora mitage

Flow Chart

Ralren Grand Bridge

BOSS 1 Battle with the Jet-Black Wings

Only Veigue participates in the battle, but of the three enemies only Ginnar performs line movement. Therefore, if you defeat Ginnar first, the other two can be fought one-on-one. Against Ginnar and Dornb, use three regular attacks → then use "Absolute Ice Blade", briefly defend to block their counterattack, and then attack again. Yushia can be defeated by simply attacking relentlessly.

Cottage Along the Kekket Highway

STEP 1 Hut 2 Enter the hut and rest

STEP 2 Hut 2 Use the cuckoo clock sound to break the hypnosis

The innkeeper and a guest, who have been hypnotized by someone, attack. Ring the cuckoo clock on the wall to break the hypnosis. Then, the conversation with Warto begins.

Etrey Bridge

BOSS Battle with the Jet-Black Fang

The three who renamed themselves the Jet-Black Fang are fought again. This time Mao and Eugene also join the battle, but apart from Ginnar nobody changes lanes, so it's easier than before. Place Eugene, Mao, and Veigue on the same line and defeat them one by one.

To the Alvan Mountains P.140

Ralren Grand Bridge

To World Map

To World Map

Person

Ginnar

Leader of the Jet-Black Wings. He swings his sword with light movements, but it's mostly for show—his skill appears to be low.

Dornb

A hulking figure wielding a massive axe; as his appearance suggests, his movements are slow. He also seems not very good at using his he

Yushia

The sole female member of the Jet-Black Wings who controls Lightning Foles. She is still an apprentice-level user and knows only one a

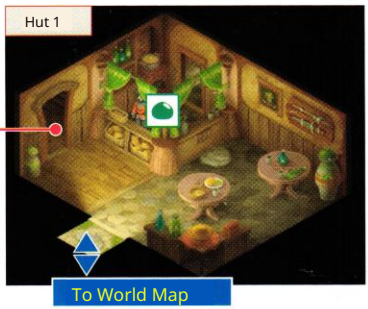
Enemy Data

Enemy Data

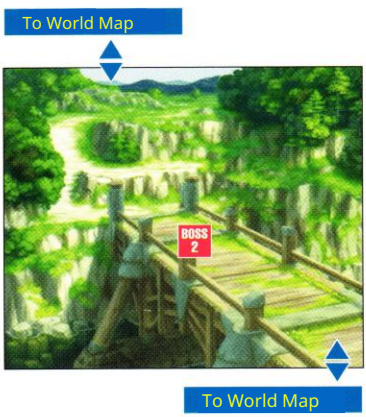
See page P.383

Enemy Name	HP	Weakness	Bronze	Body	Halved	Guard	Items	Characteristics
B Ginnar	1000	–	–	–	–		Carrot	Attacks with a rapier Has somewhat long reach
B Dornb	1200	–	–	–	–		Potato	Does not perform line movement Heavy body, does not get knocked down
B Yushia	500	–	–	–	–		Milk	Casts Thunder Spear Does not perform line movement

Cottage Along the Kekket Highway



Etrey Bridge



Person

Waltu

One of the four stars who manipulates the Sound Folk. He controls people with sugg and obstructs Veigue and the others.

Shop Data

Grocery (Zakkaya)
Variety Shop

Kazaguruma

Item Name	Category	Price
Peach Gummy	Items	500
Life Bottle	Items	800
Potato	Ingredients	24
Carrot	Ingredients	24
Milk	Ingredients	64

Inn
Inn

Minmintei

Fee 100

PHASE 03

Town | Dungeon

Arvan Mountains

STORY The Etre Bridge was blown up by the jet-black fangs, cutting off the route to Minarl. The party abandons crossing the bridge and now proceeds along a route that goes over the Alvan Mountains, which are no longer in use. ntain

ACCESS

After leaving Etre Bridge, retrace your steps and head north. Turn left at the hut along Keket Road and cross the bridge; you will see the northern part of the Arvan Mountains straight ahead. The distance is about 70 steps from Etre Bridge.

Preparation

Returning to the hut is also an option

If items were heavily depleted in the battle with the Pitch-Black Trio at Etre Bridge, return to the hut along Keket Road before entering the Arvan Mountains to replenish items and recover HP/FG. There are huts with resting memory circles and traveling merchants who sell items in the Arvan Mountains, but you can only use those after crossing the mountain pass.

Take care — Special Attention

Enemy: Appropriate use of the "Absolute Ice Blade"

Frozed Claw and Frost Frone are strong against water and weak against fire. Veigue's Absolute Ice Blade is less effective, so against these enemies, either rely mainly on "Shunrenjin" (learned at level 7) or exploit their weakness with Mao's "Flare Shot." However, the boss Regtite is the complete opposite—strong against fire and weak against water. Here, Absolute Ice Blade is extremely effective, so be sure to equip it.

Use them for that purpose. The traveling merchant is located just before the exit. Replenish what was consumed crossing the mountain.

Unleash the boss Regtite's fire attack. Remove Ashot. It's strong, so use Mao's magic techniques first.

Enemy data — Enemy Data

See page P.384

Enemy Name	HP	Weakness	Silver Body	Half reduction	Guard	Items	Characteristics
Duroc	2057 Wind		—	Land	—	Bread Beef	Sluggish movement High strike attack power
Frozed Claw	1427 Fire		—	Water	—	Lettuce Bread	After flapping, it shoots off feathers Defends after a dive attack
Frost Flone	1366 Fire		—	Water	—	Beef Lettuce	Breathes a poisonous mist (no actual poison) Rams into you with its body
B Regtite	8000 Water		—	Fire	—	Life Bottle Protect Pearl	Moves slowly The attack's invulnerability (i-frame) duration

TOPICS

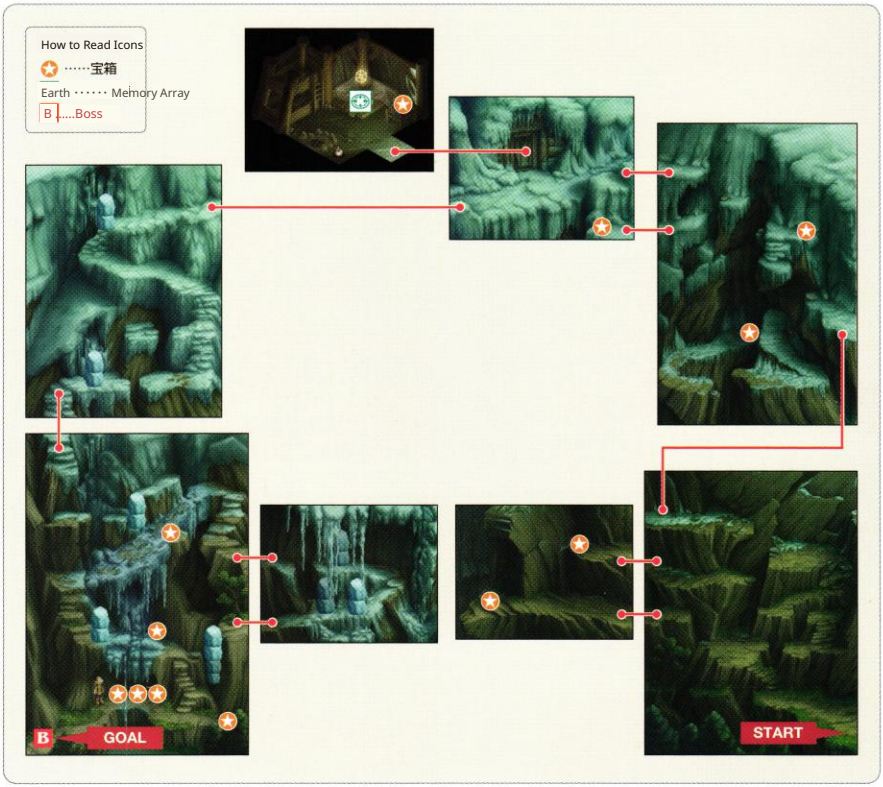
Upon reaching the mountain hut at the pass, enhancing becomes available. You should have earned a fair number of Enhance Points on the way to the hut, so go ahead and try performing an Enhance right away. There is no risk when strengthening equipment with Enhance, so it's all upside. If you can raise it even by one level, it's recommended to enhance frequently. For the basics of Enhance, see pp. 042–043; for more details on BONUS EP, latent abilities, inheritance, etc., refer to pp. 116–121.

Navigate

Panorama of the Alvan Mountain Range

Alvan Mountains Complete View

Proceed with traps, jumps, and Foles Two types of traps appear in the Alvan Mountains. One lets you jump across a gorge, and the other melts snow to let you pass. In both cases, the control method is shown at the lower right when you approach the spot. Note that jumping requires a running start.



Tip: Practice around the mountain hut is recommended. You can save at the mountain pass hut, and best of all, you can recover there for free. Use this environment to try controlling your companions around the hut. You can test techniques while safely farming experience, so it's perfect.

Arvan Mountains

Alvan Mountains

Flow Chart

STEP 1: Clear the gorge with a jump

As you enter the mountain range, an e vent immediately begins where you m ust jump across a gorge. Remember th at jumping requires a running start. Al so, when ascending to high platforms, use Foles to create ice and proceed.

STEP 2: Rest in the hut and obtain the recipe

When you reach the hut, an event occurs and you rest. The memory circle here allo ws free recovery from now on, so make use of it.

STEP 3: Melt the snow with the Fire Foles

When you approach the first snowball, an event occurs where the snowball is melt ed using the Fire Foles. After that, pressin g the button makes Mao release fire, allowing the snowball to be melted.

BOSS: Regtite

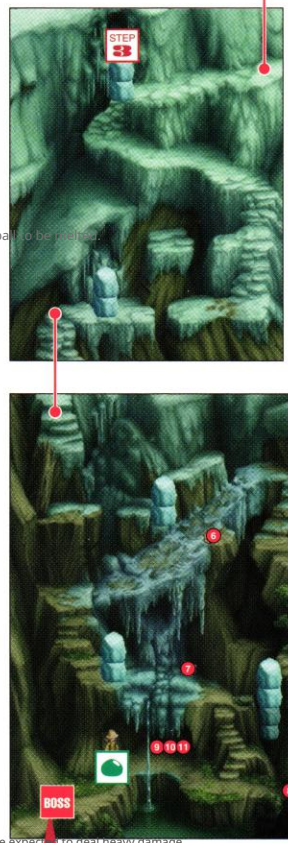
This enemy attacks infrequently and moves slowly, but has a large HP pool and is resistant to hits. Also, when it r aises both arms to attack, getting hit does not cause a stagger, so if you ar e controlling a front-line character, wa tch the enemy's movements carefully. As for recovery methods, get used n ot only to using items but also to lowe ring RG to the minimum with Cool Ch arge and using arts to heal.

The main means of attack is the ice-shedding blade "Zetsuhyō Yaiba" that can hit weaknesses. It is a single-hit move but can be expected to deal heavy damage.

To Minaal Plains ▶P.144

Item list

1. Life Bottle
2. Peach Gummy
3. Life Bottle
4. 500 Gald
5. Beach Gummy
6. Slash-Tempering Stone
7. Beef ×3
8. Sage
9. Beef
10. Bread
11. Lettuce
12. Strike Stone (after Phase 26)

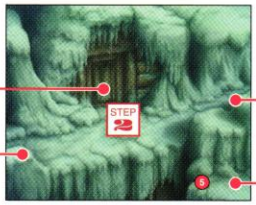


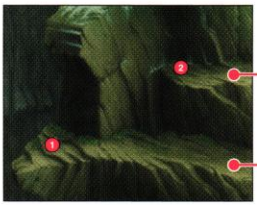
Chapter 1 Knowledge Creation
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Unconfirmed materials

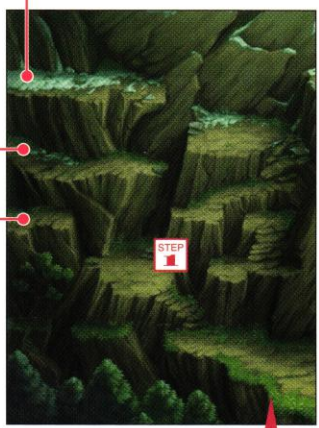
Hamburger P.437

Location: inside the bag in the mountain hut

Effect: Restores 15% HP / RG+3 / Fully restores one FG







START

Shop Data

Grocery (Zakkaya)
Variety Shop

Peddler

Item Name	Category	Price
Peach Gummy	Items	500
Life Bottle	Items	800
Potato	Ingredients	24
Carrot	Ingredients	24
Milk	Ingredients	64
Egg	Ingredients	28
Beef	Ingredients	96
Bread	Ingredients	40
Lettuce	Ingredients	28

PHASE 04

Town | Dungeon

Minar Plains

STORY After breaking through the Alvan Mountains, the party once again emerges onto the Kekket Highway. However, while advancing east along the highway into the Minarl Plains, they are caught in a sudden bout of abnormal weather and become stranded.

ACCESS

Leaving the southern Alvan Mountains, proceed east along the Kekket Highway directly in front of you for about 30 steps. Suddenly it begins to rain, and you plunge into the Minarl Plains.

Minal Plain

Flow Chart

STEP 1 Highway: Proceed until it snows

The Minarl Plains map loops left and right. Therefore, first keep heading to the right. Eventually it will begin to snow, the map will change to its post-snowfall state, and you will be able to move to Highway 3.

STEP 2 Street 4: Examine the ice Veigue created

After the snowfall, when you examine the ice Veigue created, you realize that you and your companions have been going in circles.

STEP 3 Street 4: Melt the ice with a Flame Fole

If you use a Flame Fole on the ice, Mao will use his Fole to clear the surrounding snow. After that, Annie will appear from across the road and the battle will begin.

See p.145

Before snowfall

After snowfall

CHECK!

Once you leave you cannot return

After clearing the Minaal Plains, you will no longer be able to enter here. If you want to complete the grade acquisition rate, repeat battles to earn grades before performing STEP 3. Fortunately, there is a memory ring here where you can rest, so you can recover as much as you need.

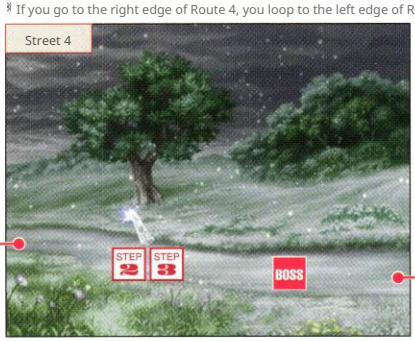
Enemy Data

See page P.385

Enemy Name	HP	Weakness	Bronze Body	Body reduction	Guard	Items	Characteristics
Anger Shrimp	1781	–	–	Water	–	Lettuce Carrot	Defend before attacking Spit three bubbles from the mouth
Greg Ant	1632	–	–	–	–	Potato Egg	Release droppings when RG decreases Charge when RG increases
Gaiter	1862 Water		–	–	–	Bread Potato	Defend after attacking Short in height
Scarby	1532 Water		–	Fire	–	Carrot Lettuce	Perform a two-hit attack from the sky Does not defend
Mold Plant	2155	–	–	–	–	Potato Egg	Breathes poisonous mist (not actually poison) Sluggish movement
B Annie	926	–	–	–	–	–	Uses formation techniques Attacks slowly
B Mercenary	3000	–	–	–	–	–	Moves quickly Short reach

※ If you go to the right edge of Route 2, you loop to the left edge of Route 1.

※ If you go to the right edge of Route 4, you loop to the left edge of Route 3.



Flow Chart

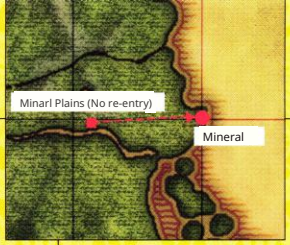
BOSS Annie & Mercenaries

Annie appears accompanied by three mercenaries. Deal with the mercenaries first. Move Veigue in front of Mao to defend and prevent Mao's chanting from being interrupted. Then, have Veigue join the attack in sync with Mao's spellcasting to gradually inflict damage and defeat them. After defeating the mercenaries, the three of you should concentrate your attacks on Annie. Annie mainly uses formation techniques, so you shouldn't have much trouble. JOCK(SORCERY)

The mercenaries' attacks are quick. When facing two at once, counterattack after Mao's spellcasting.

To Minarl ▶P.146

Mineral



ACCESS

After clearing the Minar Plains, Veigue and the others are once again standing along the Keket Highway. If you go about 30 steps east from here, you will arrive at Minar.

STORY Annie, who has a past in which her father was killed by Eugene, hires mercenaries and challenges Veigue and his party to battle but is defeated. To救助 the wounded Annie, the three set out to find a doctor.

Minal

Town

Town Information

A port town from which ships set out to the world

It is a city with a large harbor from which ships depart to all ports, including Valca. Because of that, its facilities are well developed: weapon shops, armor shops, item shops, inns, and food shops are all available. It is also notable that public facilities such as a gymnasium, the municipal office, and a library exist, and various events—apparently held every year—include a city marathon and an eating contest.

In Minar, you can enjoy two sub-events and a mini-game. However, at the time of your first visit the sub-events cannot be completed and continue later.

Be aware

Special Attention

Aim for the initiative with long-reaching enemy attacks Gaitiflow and Gregant have a tendency to guard after attacking. Therefore, if you take the initiative with a long-reaching strike such as a thrust, follow up with consecutive attacks to keep the enemy from having time to counterattack — that's the trick to ending battles quickly. If you do get hit by an enemy, wait a moment and strike when they lower their guard. Also, Scarby and Blaze Boar have half damage resistance to Fire, so have Mao avoid the fire skill "Flare Shot" and use the Wind attribute "Wind Edge" instead.

It's completely different from Sool
s even along the road. It doesn't e
ven fall. On the same Keket Highway Around Minar there's not just snow but rain

If you move out you can dodge
and attack. The direction is narrow. Use a jump attack
Gregant's attack judgment is upward

Enemy data

Enemy Data

See page p.38

	Enemy Name	HP	Weak point: bronze body	Half reduction	Guard	Items	Characteristics
	Greg Ant	1632	–	–	–	Lettuce Carrot	When RG decreases it spits dung When RG increases it rushes forward
	Geytiflow	1940 Land		–	Wind/Fire-	Milk Potato	Defends after attacking
	Scarby	1532 Water		–		Carrot Lettuce	Perform a two-hit attack from the sky Does not defend
	Paciflower	1548	–	–		Potato Carrot	Slow movement Single-shot attack
	Blaze Boar	1789 Water		–	Fire	Carrot Beef	High HP Charges at (rushes)
	Mold Plant	2155	–	–	–	Potato Egg	Breathes poisonous mist (not actually poison) Sluggish movement
	B Sail Thief	2750	–	–	–	Peach Gummy Life Bottle	Heavy weight, does not go down

Persdn

Annie

She is the daughter of D octor Beth, who was Kin g Ladras's personal phys ician, and a user of the R ain Fole. She hates Euge ne, who killed her father, and all Gajuma.

Curia

A renowned doctor in Minar and a disciple of Dr. Bath.
He rents an inn and has opened a clinic.
He examines Annie after she is carried in.

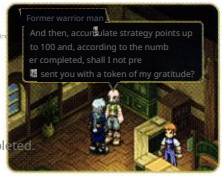
Misha

Assistant to Curia and a boy from Gajuma. He i ntroduces Curia to Veigue and the others. Nor mally he is a kind-hearted boy, but...

Institution

Gymnasium

In the Battle Book, there i s a man nicknamed the "Co mpletion Old Man" who g ives prizes according to th e number of enemies' "cle arance levels" you have completed.


Former warrior man
And then, accumulate strategy points up to 100 and, according to the numb er completed, shall I not pre sent you with a token of my gratitude?

Town hall

At the "Custom Title" sett ing where you can set yo ur own title name, you ca n change the title name a nd check title bonuses. T he 2nd–3rd floors are the library.

Shop Data

Weapon Shop

Weapon Shop

Afterglow of the Flash Strike

Item Name	Equipper	Price
Broadsword	Veigue	300
Defender	Veigue	630
Wood Tonfa	Mao	360
Spiker	Mao	460
Spear	Eugene	420
Bredit	Eugene	545
Rod	Annie	505

Armor Shop

Armor Shop

Key of Defense

Item Name	Equipper	Price
Leather Armor	Veigue	275
Bronze Armor	Veigue	350
Kilt Jacket	Mao	375
Mesh Jacket	Mao	490
Leather Mail	Eugene	325
Bronze Mail	Eugene	420
Mesh Cloak	Annie	455

Item Shop

Item Shop

Daijoubuya

Item Name	Category	Price
Peach Gummy	Items	500
Panacea Bottle	Items	200
Life Bottle	Items	800
Maneki-neko	Items	528

Inn

Inn

Yuunagitei

Fee
200

Food Ingredients Shop

Food Shop

Hungry

Item Name	Price
Egg	28
Beef	96
Bread	40
Lettuce	28

Great deal! Buy weapons one rank higher!

Information

Incense

Here in Minaal, weapons one rank higher than the starting e quipment for Veigue, Mao, and Eugene are sold. It is best to full y upgrade the starting equipment before inheriting it onto the purchased weapons. Also, the "Maneki-neko" sold at the item s hop can be given to a certain person as you progress through t he story (see p.168), so if you have extra gald, buy one.

If you have extra gald, buy one.

Mineral

Minal

Flow Chart

EVENT Meeting Curia

At the entrance, you meet Misha, th e assistant to Curia, the town's fore most doctor. He brings Curia, who is making her rounds, so leave Annie i n her care and go to the port to look for a ship bound for Valca.

STEP 1 Port Talk to the Kalegia soldier

STEP 2 Plaza Talk to the tavern owner

After talking to the tavern owner in the plaza, the routes for boarding a ship branch as follows. One option is to pay Tomitch 1000 gald at the e ntrance, and the other is to carry th e tavern owner's luggage. Either ch oice still ultimately won't get you to Valca, but the screen chat will vary s lightly depending on the route.

■ Ship selection

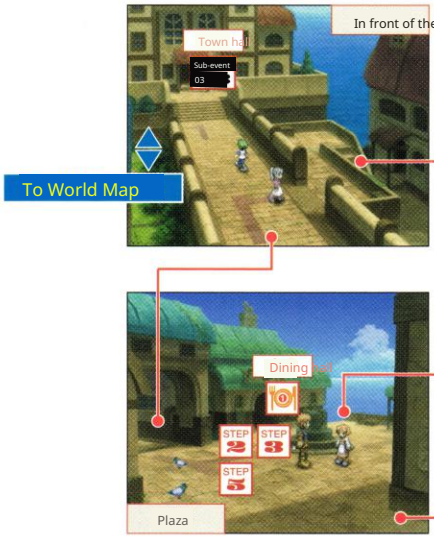
STEP 3 Plaza Talk to Misha

STEP 4 Entrance Talk to Curia at the inn

During the conversation, Annie, who reg ains consciousness, rejects Misha. As a r esult, Misha's Fole runs wild. Chase afte r them and stop the rampage.

STEP 5 Plaza Talk to Curia

See P.149



Minigame Tavern P.368
01

Timing: After arriving in Minarl

Objective: Carry drinks for customers without spilling them

Sub-event Complete Old Man P.355
02

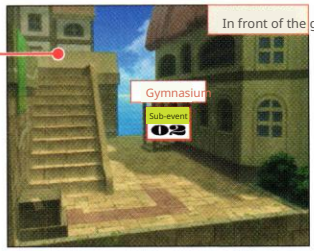
Period: Phase 5~

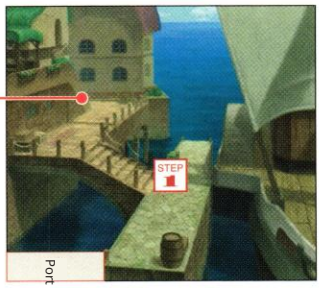
Content: Increase the number of completed entries in the Battle Book

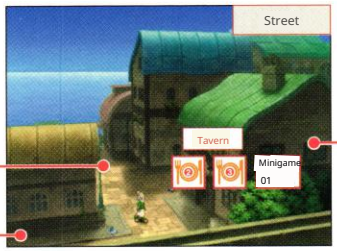
Sub-event: Traveling Library P.356
03

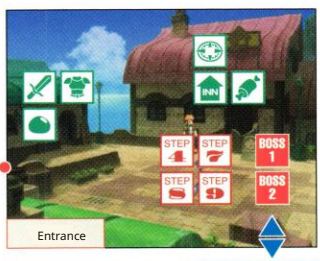
Period: Phase 6~

Content: Help with returning and lending books









To World Map

Flow Chart

STEP 6 Find Misha

STEP 7 Entrance: Talk to Curia and go to the coast

Talk to Curia and choose "Hurry to the coast" to trigger a battle.

BOSS 2 Byras controlled by Misha

The enemies that appear are the same as t hose around Minar, so you should be able t o defeat them without much trouble.

STEP 8 Entrance: Check on Misha's condition at the inn

STEP 9 Entrance Annie joins the party

To the Forest of Doubt ▶P.150

CHECK!

You can adopt a free title at the town office

Talk to the bespectacled woman at the town office and answer the question with "I think so". Then you will obtain the title "Free Title", which can be changed to any name you like at

① **Sandwich** ▶P.437

Location: In the bag in the dining hall

Effect: Restores 20% HP / RG -3

② **Gorgeous Salad** ▶P.439

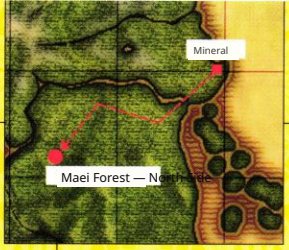
Location: Minigame "Tavern" Reward

Effect: Restores 75% HP / Sets RG to 5

③ **Hamburger** ▶P.438

Location: After Phase 26, received from the tavern owner

Effect: Restores 35% HP / RG +3 / Prevents slowing for one minute



Forest of Lost

STORY: To follow the King's Shield advancing by land, they head to Petnajanka.
The party travels into a forest that serves as a mountain pass. However, it turns out to be a difficult area known as the Forest of Lost Ways.

ACCESS

After leaving Minar, head straight south along the Kekket Highway to reach the north side of the Forest of Lost Ways. It's about a 90-step long trek, so encounters with enemies will be frequent

Forest Labyrinth

Preparation

Get a grasp of Annie's characteristics

The Forest of Lost Paths is the first dungeon after Annie joins. This dungeon also hides a boss with high attack power, so making good use of Annie's formation techniques is essential. Practice by repeating battles.

Also, buy the best available equipment sold in Minal and enhance it as much as possible to prepare for the boss battle. Of course, stock up on commonly consumed items like "Peach Gummy" and "Life Bottle" as much as you can.

Take care **Special Attention**

Beware of Belky using Guidance Arts

One particularly dangerous enemy that appears is Belky, which attacks using wind guidance arts. If the camera display is set to "Target," and you have the foreground enemy targeted, a casting enemy in the back can become invisible. Therefore, when this enemy appears, immediately change your target and aim at it first. Alternatively, set the camera display to "Enemy" or "All" to better keep track of enemy movements. At this time, it can also help to set the AI behavior of characters you are not controlling to "Target the enemy in the back" so they focus on casting enemies.

Make sure to have everything ready.

Formidable enemy with powerful strikes. Their gear is tougher

The boss of the Forest of Doubt uses powerful regular attacks

Let's stop it

Clear at a glance. Land attacks before it activates

When it begins chanting, it starts to glow

Enemy data

Enemy Data

See page P.38

	Enemy Name	HP	Weakness	Bronze Body	Half reduction	Guard	Items	Characteristics
	Avenge r (Avenger)	1991	–	–	–	–	Lettuce Carrot	Small body Attacks twice when RG rises
	Anclrawler (Anclrawler)	2834	–	–	–	–	Lettuce Beef	Defends when ally RG is low Bites when RG is high
	Fiotras	1674 Earth		–	Wind	–	Egg Bread	Defends when ally RG is low Performs a body slam
	Belkie	2426 Wind		–	Land	–	Bread Peach Gummy	Defends when ally RG is low Cast Rock Barrage
	B Granpask	8801 Fire		–	Land	–	Poison Check Medical Pearl	Long reach Cast Cluster Raid

Navigate

Overview of the Forest of Lost Paths

Forest Labyrinth Complete View

Trap Be careful where the ground collapses In this dungeon, there are places where the footing collapses when you approach. Falling from there will lead you to the lower passage and force you to take a detour. However, there are items that can only be obtained by using this trap.

Points There are many treasure chests, but...

Although many treasure chests are scattered about, if you focus too much on collecting them you will increase the number of random encounters and be exhausted before the boss fight. If you want to proceed safely, it's better to do your exploration after defeating the boss.

Forest of Lost

Forest Labyrinth

Flow Chart

STEP 1

Proceed through the forest and receive Annie's advice You will pass through the same area on the initial map several times, but after advancing a bit, Annie's advice will open the way.

STEP 2 Be sure to save

The boss's arts here are extremely powerful, so be sure to save before the battle. Even if you want to collect treasure chests, make this location your primary objective first.

STEP 3 Use jumping to go further

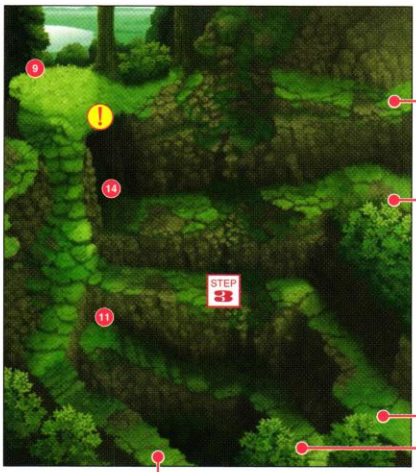
From here, jump down and proceed ahead. On this map, be sure to take the "Life Bottle" at ⑩, which is likely to be useful in the boss fight.

BOSS Granbasque

Because Granbusk has many techniques that can attack multiple lines, after attacking you should always tighten your defense and prepare for a counterattack. Also, the chant-activated "Cluster Raid" is a powerful move that will almost certainly kill you outright if it lands. Its casting time is short, and it's difficult to stop the chant once you see it, so frequently use normal attacks to try to interrupt the casting. After the battle ends, everyone can learn an Ultimate Skill (see p.034).

Jump attacks are also powerful. If you get hit, don't hesitate—use an item to recover.

To Petonajancka P.154



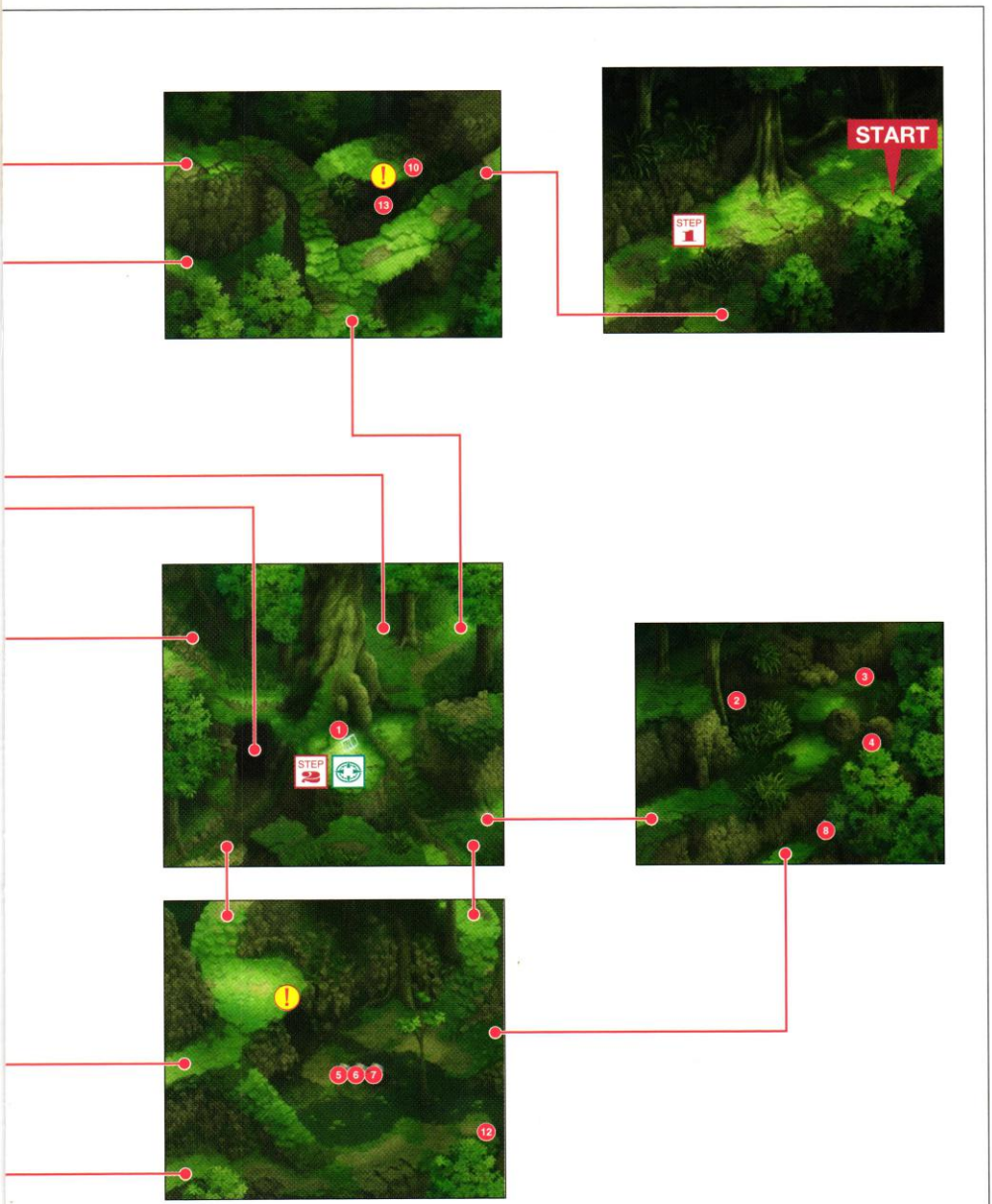
Item list

1. Peach Gummy
2. Lavender
3. Chamomile
4. Resist Ball
5. Milk
6. Carrot
7. Potato
8. 765 Gald
9. Life Bottle
10. Life Bottle
11. Bread ×3

1 Life Bottle

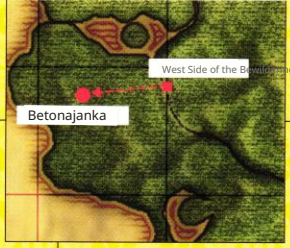
13. Gruun Liquid (from Phase 26 onward)
14. Verbena (from Phase 26 onward)

Chapter 1 Prologue
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



(!) indicates a place where a landslide will occur.

Petonajanka



STORY Veigue and the others, who followed the King's Shield into the Bewilderin g Forest, manage to break through thanks to Annie's advice an d Mao's Foles. Then, the town of Betonajanka comes into view.

ACCESS

Upon exiting the west side of the Bewilde ring Forest, a large town can be seen acr oss the river to the west. This is Betonaja nka. It can be reached in about 20 steps from the west side of th

Petnadjanka

Town

Town Information

An industrial city with a thriving ironworks industry

The westernmost city on the Western Continent is an in dustrious, bustling town. Smoke rises from factory chimn eys, and the smell of soot stings the nose. At the heart of the city lies an ironworks, and iron produced in Petnanj anka is shipped to regions around the world. Many of the equipment items that Veigue and his companions wear a re made from Petnanjanka iron. To the east of the city spr eads a maze-like forest that is said to be impossible to esc ape once entered, and the residents avoid going near it.

Take care

Special Attention

Target the Enemy Bran Owl

Around Petonajanka, many enemies defend base d on allies' RG values. If allies' RG is high, the one wh o defends is the Bran Owl; if allies' RG is low, the def enders are the three enemies Anf Angas, Anku Rora , and Belki. When the Bran Owl and other enemies a ppear at the same time, take down the Bran Owl firs t while RG is still low. Then, once RG has risen, attac k the other enemies so you can defeat them without being hindered by their guarding.

The Toyohouse River flowing near the town specialty of this town. It's a rapid current. The river to The downstream route is a

Anku Rora uses a rush-burst It launches a biting attack. Whe n in the [bite] state, it hits four times

Enemy data

Enemy Data

Reference page P.386

Enemy Name	HP	Weakness				Items	Characteristics
Anclrawler (Anclrawler)	2834	–	–	–	–	Lettuce Beef	Defends when an ally's RG is low Bites at RG 100
Anfangas	2163	–	–	–	–	Kiwi Egg	Spreads spores Defends when an ally's RG is low
Kailas Beetle	2417	–	–	–	–	Strawberry Kiwi	Defends after horn attack Charges from the air
Bran Owl	2500	Land	–	Wind	–	Banana Strawberry	Does not move along the line If ally RG is high, defends
Belkie	2426 Wind		–	Land	–	Bread Peach Gummy	If ally RG is low, defends Casts Lock Barrage
Logarro	3288 Wind		–	Land	–	Beef Strawberry	Does not defend Charges when RG is high

Person

Titrei

A young man who possesses th e Tree Foles. He usually works at an ironworks. His sister Sere na is abducted by Thoma and S ale, and in his anger and grief his Foles runs rampant.

Serena

Titorei's older sister, beautiful and caring.
She acts as a substitute for the factory manager's daughter.

Factory Manager

Operates Petonajanka's ironworks
The most influential person in the town.

Institution

Steelworks

A factory that produces iro n by smelting the iron san d mined from the mountai n behind the town. A mass ive furnace is installed at t he center of the factory.

Forge

A smithy that processes t he iron produced at the i ronworks to make weap ons and armor. The prod uced equipment is also s upplied to shops in Petonajanka.

Shop Data

Weapon Shop

Weapon Shop

Polish each other through study and practice

Item Name	Equipper	Price
Defender	Veigue	630
Badereel (Badereel)	Veigue	825
Spiker	Mao	460
Irontonfur (Irontonfur)	Mao	590
Bredit	Eugene	545
Fleurie (Fleurie)	Eugene	705
Rod	Annie	505
Scepter	Annie	645
Leather Arms	Titrei	765

Armor Shop

Armor Shop

Sober and Sturdy

Item Name	Equipped weare	Price
Bronze Armor	Veigue	350
Chain Armor	Veigue	735
Mesh Jacket	Mao	490
Feather Jacket	Mao	635
Bronze Mail	Eugene	420
Chain Mail	Eugene	540
Mesh Cloak	Annie	455
Feather Cloak	Annie	590
Chain Plate	Titrei	490

Inn

Inn

Eat Well, Sleep Well

Fee
200

Grocery (Zakkaya)

Variety Shop

Fully prepared

Item Name	Category	Price
Peach Gummy	Items	500
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Life Bottle	Items	800
Poison Check	Amulet	1500

Food Ingredients Shop

Food Shop

Before and after meals

Item Name	Price
Strawberry	72
Kiwi	56
Egg	28
Banana	68
Bread	40
Lettuce	28

Good Deal

) Information

Annie's equipment
Replace it

In Minaal, only Annie's equipment wasn't sold as hig h-quality items, but here in Vetojanka, equipment one r ank above, except for Titre, is sold. Replace your gear a s long as your funds allow. Also, since many enemies t hat carry poison will appear ahead, you should buy at l east one "Poison Check."

Petonajanka

Petonajanka

Flow Chart

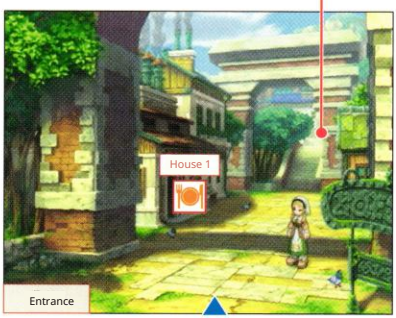
STEP Fountain Plaza The Fols Cube reacts
1

Approach the crowd in front of the STEP Factory and listen
29

When you approach the crowd, the foreman rushes out of the ironworks in a panic. Then Sale and Thomas appear and take away Selena, the town's most beautiful woman. It seems the Fole Cube is reacting to the runaway of Tetrei's tree Fole, who is Selena's younger brother. Once you're properly prepared, storm the ironworks to stop Tetrei.

If you go north from the Fountain Plaza you'll reach the factory, but first stop by the shop to adjust your equipment.

To the Ironworks ▶P.158



To World Map

CHECK!

Use fruit punch to guard against heat poisoning

There are two things you definitely want to do before storming the ironworks. One is to learn the recipe for "Fruit Punch." The other is to buy the ingredients—"Strawberries," "Bananas," and "Kiwis"—from the food shop. Fruit Punch prevents heat poisoning for one minute after battle starts, and if you keep eating it every time, clearing the ironworks becomes much easier.

Fruit Punch P.437

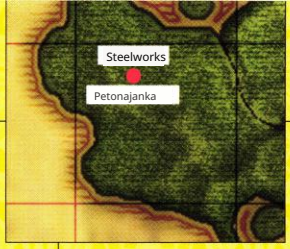
Location: Inside a box in a private house

Effect: Restores 20% HP / Prevents heat poison for one minute

Sub-event: The Mystery of the Ironworks 04 P.358

Period: Phase 30–47

Details: Solve the strange incident that occurred at the ironworks



Steelworks

ACCESS
The steel mill is the northernmost buildin g in Petnajanka.

STORY Veigue and his party caught up with the King's Shield at Petonajanka. However, the group, which encountered a rampaging Fole user, had to suspend the pursuit of the King's Shield
Cutting through, they head to the steel mill that has become a jungle due to Foles.

Steel Factory
Modernized

Preparation
First, let's stop by the shop.

When entering Petnajanka, a series of events hurry you toward the factory, and it's easy to miss the equipment shop, which lies in a different direction from the path to the factory. However, this shop sells items better than Minarl's equipment, so be sure to update your gear. Also, if you have extra funds, it's a good idea to buy one or two "Poison Checks."

Take care Special Attention
Enemies: Target shield-type foes first

Among the enemies that appear here, the Vizak Shield is the most troublesome. They attack from the rear with arts, which is annoying, but more importantly, they have strong guards in close combat and counterattack quickly. Accept some damage and concentrate your attacks to defeat them first. Also, there are foes that inflict poison, so equip "Poison Check" on your front-line members.

Can be obtained in the Labyrinth Forest and the Ironworks "Poison check" is expensive, but so a total of two are free.

Vizac Shield is on a separate line . He's a fairly ruthless enemy . Even when present, he will ram into you.

Enemy data
Enemy Data

Reference page P.386

Enemy Name	HP	Weakness	Guard	Body	Half reduction	Guard	Items	Characteristics
Vizac Shield	1720 Light		—		En	—	Strawberry Liqueur bottle	Cast Arch Shade Defends if an ally's RG is low
Baraskles	3022 Water		—		Fire	—	Holy Bottle Panacea Bottle	Emits poisonous smoke Attacks come out quickly
Venerion	2450	—	—	—	—	—	Kiwi Liquor Bottle — spits fireballs	Short in height
Belladge	2875 Water		—		Fire	—	Banana Panacea Bottle	Moves along the line after attacking Slow attack startup
B Titre (Berserk)	3120	—	—	—	—	—	—	Frequently moves along the line Rarely staggers

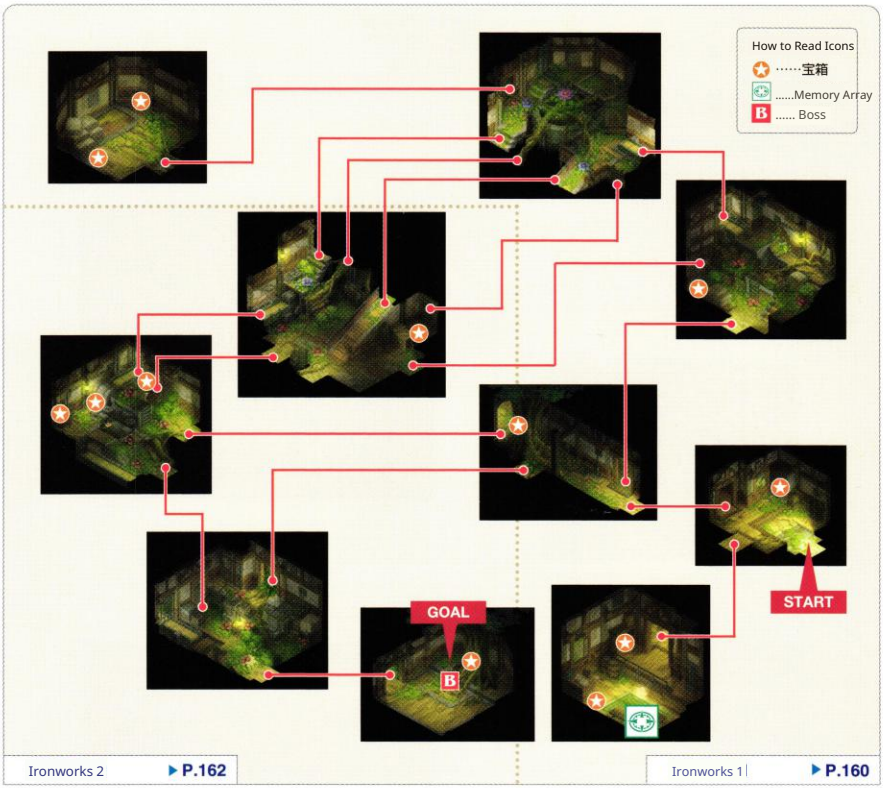
Navigate

Overview of the steelworks

Steel Factory
Complete View

Use Trap Foles to seal the flowers

Two kinds of giant flowers block your path inside the factory. The red flowers can be destroyed with fire Foles, but the blue flowers regenerate immediately. If you examine the giant flower boss and freeze it, for that limited time you can temporarily eliminate the blue flowers and proceed.



Ironworks 2 ▶P.162
Ironworks 1 ▶P.160

Tip: The area near the entrance is a good spot to grind

There is a memory circle inside the factory, but in the room immediately to the left of the entrance there is a memory circle that can also heal you. Defeat enemies at the adjacent entrance to earn experience and Gald. Also, don't forget to pick up the 1500 Gald inside the shelf.

Steelworks 1

Steel Factory

Flow Chart

STEP 1 Talk with the stranded worker

In front of the large tree in the passage, there is a worker who failed to escape. You can proceed without talking to him, but if you do talk to him you receive a "Poison Check". Together with the one obtained after defeating the boss of the Lost Forest, you will have two, so equip them to Veigue and Eugene.

STEP 2 Burn the red flowers and pull the lever

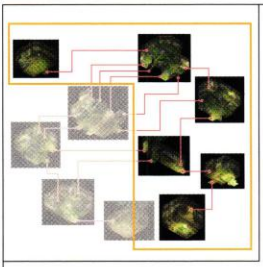
Apply a Fire Fole to the red flowers to burn them, and when you pull the lever at the top of the stairs, the conveyor belt activates. This opens the gate on the conveyor and allows access to the room in the back. Note that the red flowers are related to disarming the trap in STEP 6, so it's best to burn every one you see as you proceed.

The factory interior has a maze-like layout, so be careful not to miss levers or treasure chests.

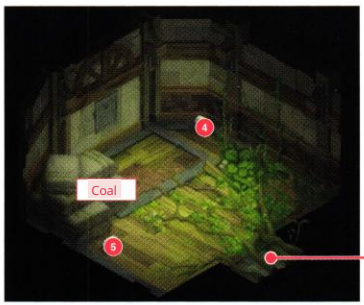
STEP 3 Passing the massive flower

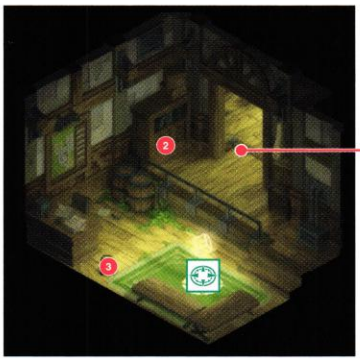
As long as the colossal flower remains active, fire will not work on the blue flowers. Examine the colossal flower and freeze it, then before the ice melts, burn the blue flowers with fire. After that, when you burn the blue flowers and pass through, a conversation event about searching for materials to operate the blast furnace will be triggered.

See p.162

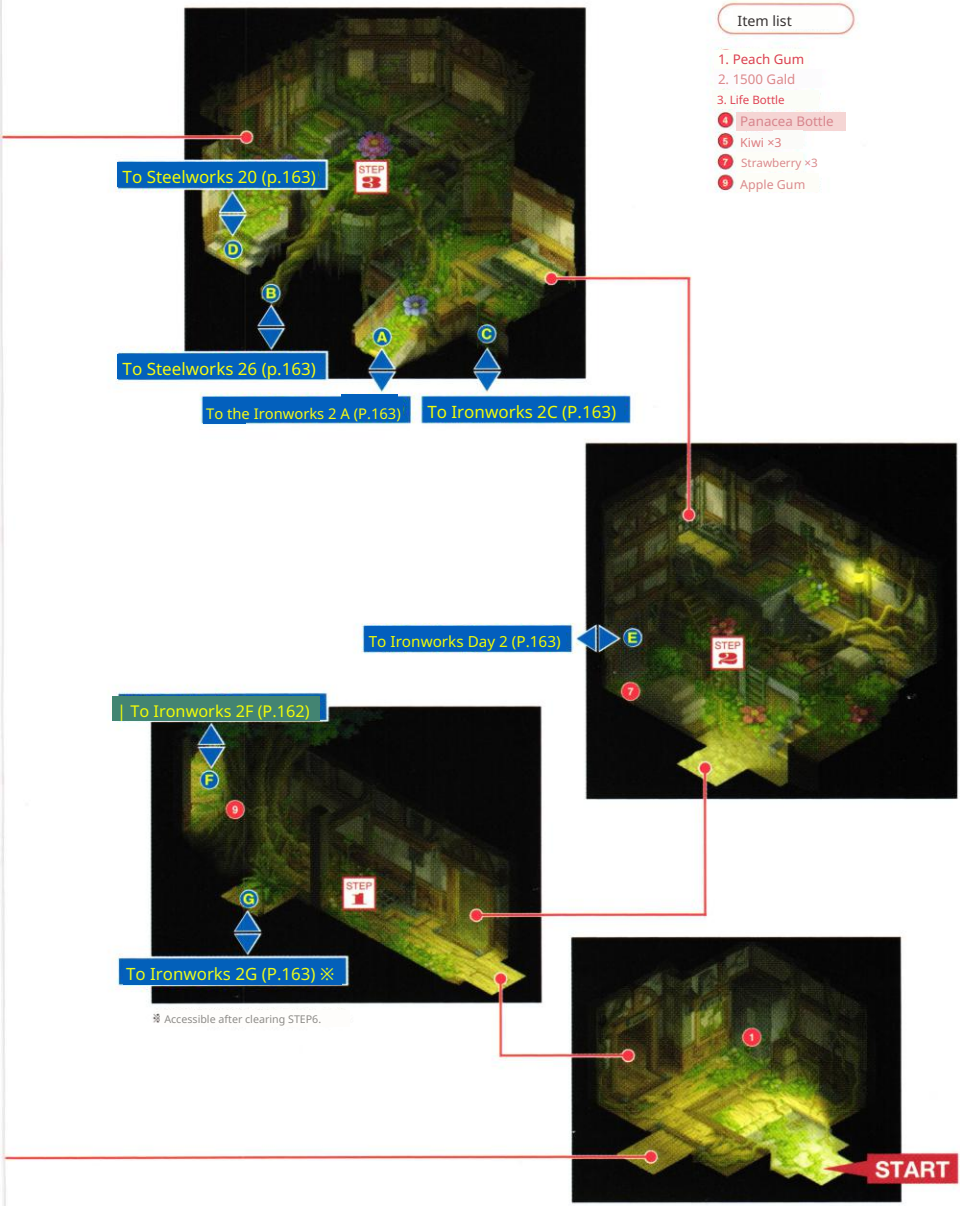


Overview of the steelworks
Steel Factory
Complete View





Chapter 1 Zhyl
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 "Art Book


Item list
1. Peach Gum
2. 1500 Gald
3. Life Bottle
4 Panacea Bottle
5 Kiwi ×3
7 Strawberry ×3
9 Apple Gum
To Steelworks 20 (p.163)
STEP 3
D
B
To Steelworks 26 (p.163)
A
C
To the Ironworks 2 A (P.163)
To Ironworks 2C (P.163)
To Ironworks Day 2 (P.163)
E
STEP 2
7
To Ironworks 2F (P.162)
F
9
STEP 1
G
To Ironworks 2G (P.163) ※
※ Accessible after clearing STEP6.
1
START

Ironworks [2]

Steel Factory

Flow Chart

STEP 4 Activate the blast furnace and pull the lever. Obtain "Coal" in the room accessible from the northwest of the room with the giant flower, and place it into the blast furnace beneath the giant flower to stop the flower's activity. After that, return once to the upper level and descend from B to the lower level. Then burn the blue flower blocking the lever and pull the lever.

STEP 5 Burn the flower and pull the lower-right lever

STEP 6 Burn the red giant flower

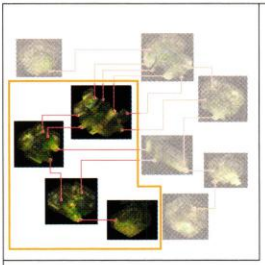
The red giant flower here can be easily burned if you have already burned all the red flowers inside the factory. If a flower revives after you burn it, that means there are still red flowers remaining, so return through the factory and burn every single one.

BOSS Titreigh (Rampage)

It rarely staggers, runs around at tremendous speed, but its attacks themselves are not strong. It rarely stays in one place, so use many wide-area attacks that can hit multiple lanes. Note that after dealing a certain amount of damage, an event will trigger automatically and the battle will end.

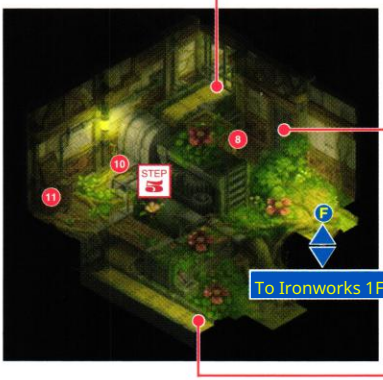
With "Retsuha Blast" or "Whirlwind Spear," you can safely attack Titreigh from another line, so you can attack Titreigh safely.

To the hut by the Toyohibus River P.164



Overview of the steelworks

Steel Factory
Complete View



Item list

- 6 Banana ×3
- 8 Art Refining Stone
- 10 Life Bottle
- 11 Liqueur Bottle
- 1 Medical Pearl

Chapter 1 Main
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Unauthorized reproduction or duplication is a violation of applicable laws.

※ Accessible after clearing STEP6.

Hut on the Toyohous River

STORY After being calmed by Veigue and the others, Titre recovered his senses. Having added him to their party, the group decided to use the downstream boat service on the Toyohous River to pursue the King's Shield heading toward Sunny Town. They decided to use the restroom.

ACCESS

Leaving Betonjanka and heading east, you'll see, on the left, the west side of the Forest of Lost; on the right in the distance stands a hut on the Toyohous River. The distance is short—about 25 steps on

Flow Chart

EVENT Conversation with Guggra

Veigue and the others tried to use the riverboat service, but according to the boat's caretaker Guggra, the boat was damaged by last night's storm. To repair the boat, they must go into the forest to gather lumber.

STEP 1 Forest | Collect lumber and mushrooms

There are four pieces of lumber and some mushrooms lying around. Obtain all four pieces of lumber and at least seven mushrooms. When Veigue says, "Is this enough...?" return to the cabin.

"That doesn't matter. Listen carefully.
Make this poison be drunk by one of your opponents.
If you do that, I'll return your precious
-chan."

On the way to deliver the lumber, Tytree is propositioned with a deal by a mysterious man...?

STEP 2 Deliver lumber to Gugra at the hut

After handing over the lumber, Veigue and the others decide to eat at the hut while waiting for the ship to be repaired. A mysterious man appears there and interferes with the repairs. Chase after the man who fled into the forest.

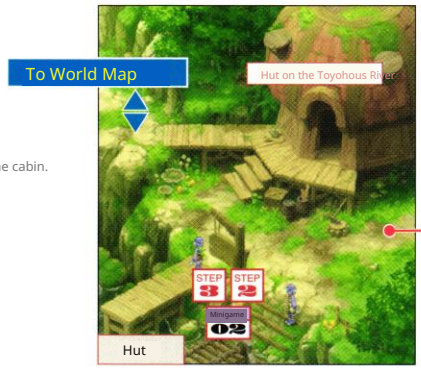
See P.165

Minigame: River Descent P.369

02

Timing: Phase 10 and onwards

Content: Ride a raft down the river



Person

Gugra

Gajuma operates a downstream rafting service on the Toyohousu River.

Using his famed brute strength, he carries the raft back up from downstream.

Enemy Data

Enemy Data

See P.387

Enemy Name	HP	Weakness	Bronze Body	Half reduction	Guard	Items	Characteristics
B High Mountain Thief	4124	–	–	–	–	Lemon Liqueur Bottle: Defend when ally RG is below a certain level	Quick-moving
B Mountain Thief	3208	–	–	–	–	Squid Panacea Bottle	Defend after a specific attack

Flow Chart

BOSS Battle with a mysterious man

When you chase the mysterious man in to the forest, you battle a High Mountai n Thief and two Mountain Thieves. Your allies are afflicted by status ailments an d cannot act as expected, but only Veig ue behaves as usual. Since the enemies are weak, he should be able to defeat t hem alone. After the battle, Titre appea rs and earns the title "×× Chef."

Which status ailment your allies fall into i s random. Heat poison or panic can be somewhat dangerou

STEP 3 Hut Ask Guggla to arrange a riverboat trip

To Sunny Town ▶ P.166

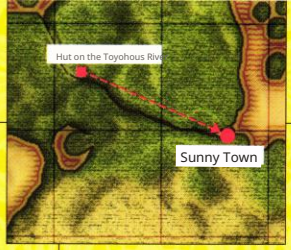
CHECK!

Don't worry if you fail the first time

For the first river ride minigame, whether you su cceed or fail you can play the minigame to the end . From the second time onward, the river ride will end when you lose all your life, but achieving a hig h score can earn Veigue the title "S. Rafting Man" and obtain items. Refer to P.369 and give it a try.

PHASE 10 ~Water City~

Town | Dungeon



Sunny Town

STORY Titoire is ordered by a mysterious man to poison Veigue and the others, but instead defeats the mysterious man and clears the suspicion. Riding the riverbo at down the rapids, the five travelers soon see Sunny Town ahead.

ACCESS

After boarding the riverboat that Gugra sent you from the cottage on the Toyoho us River, you are rocked by rapids for abo ut two minutes. Almost seasick, you arriv e at Sunny Town at the mouth of the Toy ohous River.

Sannytown

Town

Town Information

A residential coastal city

A town at the mouth of the Toyohous River. It is bu ilt on a sea-level area surrounded by the sea, and ship s ply the harbor connecting Mineral and Valca. On the other hand, there are few means of transportation n orthward inland to places like Petnajanka and Sools; t here is only a single tunnel to Petnajanka, so horse-dr awn carriages are often used for travel. Also, the Tele rra Highway extends south of the town, beyond whic h the vast Kurodadak Desert spreads.

Be aware

Special Attention

Enemies: overwhelm with techniques that have little recovery!

Many enemies—such as Dorhog, Loguarro, and Laufly—do n ot defend. Moreover, these enemies have slow attack startups, s o you can push them back simply by repeatedly using low-recov ery techniques like "Flash Chain Dust" or "Fang Combo." Howeve r, Quacock is an exception: its attacks start quickly and it often t akes a defensive action after attacking, so be careful. If you can't finish it with a sequence of combos, make sure to defend agains t its counterattacks, then wait a bit after the enemy lowers its gu ard before resuming your attacks.

Use the downstream carriage. T he route is one-way. To return, u se the tunnel leading to Petonajanka

Above Titorei over Lauflei

Keep hitting until it reaches the sky above Titorei. Repeated attacks are effective. The enemy RG is 500

Enemy data

Enemy Data

See page P.387

	Enemy Name	HP	Weakness	Steel Body	Half-reduction	Defense	Items	Characteristics
	Quacoq	2293	–	–	–	–	Lemon Holy Bottle	If ally RG is low, they will defend and spit poop
	Swarmic	2293	–	–	–	–	Lemon Holy Bottle	If ally RG is low, they will defend and spit poop
	Dollhog	2699	–	–	–	–	Rice Dark Bottle	Recedes when hit Curls up and charges with a body tackle
	Bran Owl	2500 Earth		–	Wind	–	Strawberry Banana	Does not change lanes Defends when ally RG is high
	Raufrai	3037	Land	–	Wind	–	Milk Chicken	Shoots ultrasonic waves Does not defend
	Logarro	3288 Wind		–	Land	–	Beef Strawberry	Does not defend Charges when RG is high

Chapter 1 Chiri
Chapter 2 解析
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Hilda

A girl kidnapped by Sale and Thoma. However, that was Hilda's clever trap, and her true identity is an assassin of the "King's Shield."

ミリッツァ

The only woman among the four stars who manipulates the Rainbow Foles. Chasing Susie, who escaped from Kaleigha Castle, she comes into conflict wit

Suzie

Her real name is Suzie Ques. She was captured in Belsus and, having escaped from Karegia Castle, was rescued by Veigue and the others.

Shop Data

♪ Weapon Shop

Weapon Shop — Big Wave

Item Name	Equipper	Price
Badereel (Badereel)	Veigue	825
Bastard Sword	Veigue	1070
Irontonfur (Irontonfur)	Mao	590
Eturia	Mao	1235
Fleurie (Fleurie)	Eugene	705
Yan Tao	Eugene	905
Scepter	Annie	645
Fey Staff	Annie	825
Leather Arms	Titrei	765
Saiti	Titorei	990
Card	Hilda	1150

Armor Shop — Great Ocean

Armor Shop

Item Name	Equipper	Price
Chain Armor	Veigue	735
Scale Armor	Veigue	960
Feather Jacket	Mao	635
Silver Jacket	Mao	825
Chain Mail	Eugene	540
Scale Mail	Eugene	685
Feather Cloak	Annie	590
Silver Cloak	Annie	755
Chain Plate	Titrei	490
Scale Plate	Titorei	1030
Silver Robe	Hilda	890

Decoration Shop — Great Ocean

Ornament Shop

Item Name	Category	Price
Feat Pearl	Gem	775
Muscle Pearl	Gem	765
Shield Pearl	Gem	760
Protect Pearl	Gem	755
Poison Check	Amulet	1500
Delay Check	Talisman	1500
Light List	Talisman	2000

Food Ingredients Shop — The Blessing of the Sun

Food Shop

Item Name	Price
Strawberry	72
Kiwi	56
Cheese	60
Banana	68
Milk	64
Rice	56

Item Shop — Water Frolic

Item Shop

Item Name	Category	Price
Peach Gummy	Items	500
Banashia Bottle	Items	200
Liqueur bottle	Items	400
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Inn — Ocean View

Inn

Fee
200

Good Deal Information — "Light Wrist"

In the item shop, a Light Wrist that adds light attribute to attacks is sold, but you won't encounter many enemies weak to light for a while, and Hilda and Militza are actually strong against light. Equipping it would be counterproductive, so there is no need to buy it at this point.

Sunny Town

Sunny town

Flow Chart

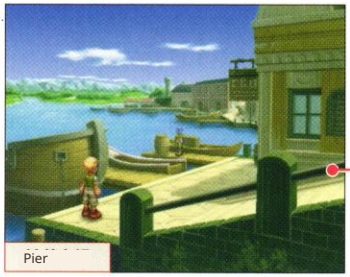
STEP 1 Port | Talk to the Karegia Soldier

You go to the port looking for a ship to V. alka, but this area is also under the contr ol of the Karegia army, so you cannot bo ard any ship. Go to the plaza and listen to the townspeople.

STEP 2 Plaza — Hear information about the ab ducted girl When you go to the plaza i n front of the inn, you can hear from a woman claiming to be Hilda's moth er that her daughter was kidnapped by Sale and Toma. Pursue Sale and To ma, who may still be nearby, and hea d west along the Teruara Highway.

The Terea Road extends south from Sunny Town. Exit through the south gate and proceed.

To the cabin along Telara Highway P.170



To World Map

CHECK!

Meet the cat-loving old man The cat-loving old man who lives near the south gate is actuall y a romantic fellow who loves discoveries. Just by l istening to him, everyone can obtain the title "Tra veler," so make sure to meet him once before leav ing Sunny Town. After receiving the title, talk to hi m and choose "Make small talk."
If you give the "Maneki Neko", thereafter, regarding Discovery You will be able to receive hints and titles.

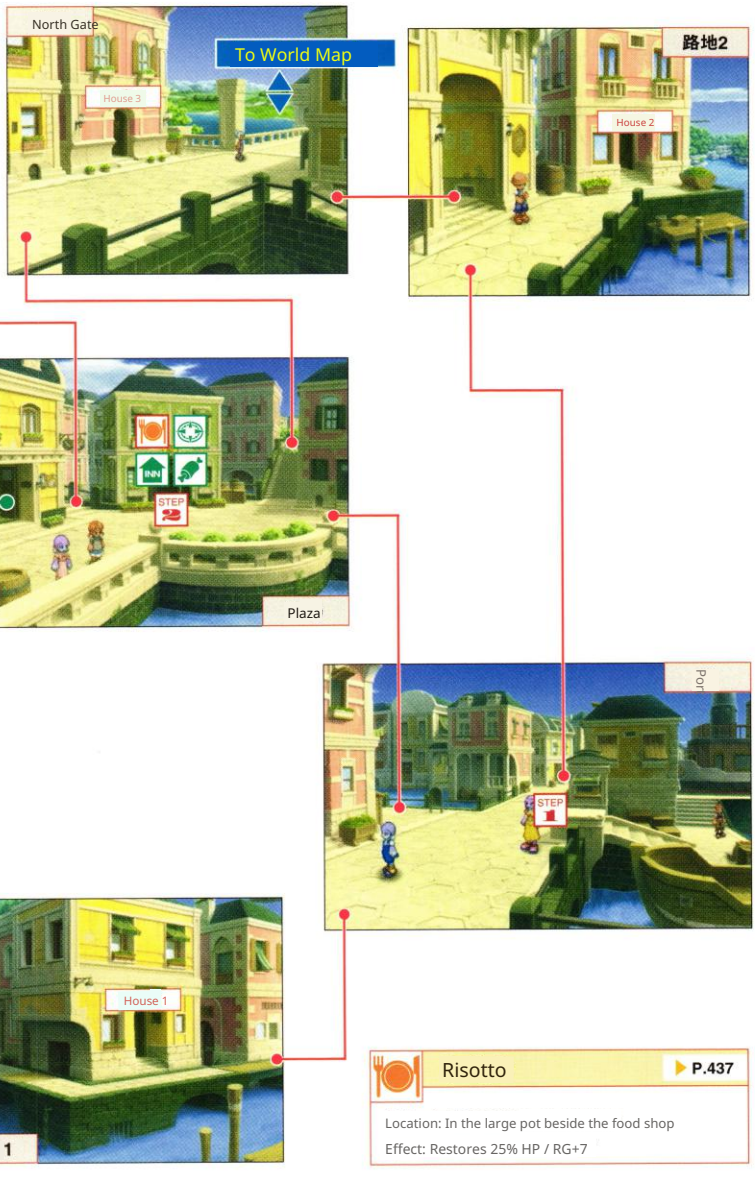
Sub-event: The Cat-Loving Old Man P.359

05

Timing: Phase 10 and onwards

Content: Collect discoveries from around the world

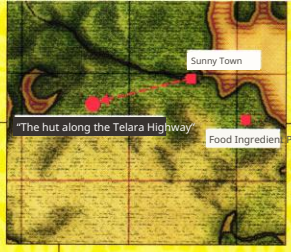
Chapter 1
Chapter 2
Unrelease (Unedited edition)
Chapter 3
Scenario
Chapter 4
Sub-event
Chapter 5
Data
Chapter 6
Design Materials



Risotto ▶ P.437

Location: In the large pot beside the food shop

Effect: Restores 25% HP / RG+7



Hut along the Telara Road

ACCESS

Exit the south gate of Sunny Town and head west along the Telara Road; after about 50 steps you will reach a hut along the Telara Road. Also, if you go southeast from Sunny Town, you will arrive at the food supply facility.

STORY The port of Sunny Town was under military jurisdiction, and they could not board the ship. Amid that, by a twist of fate the five who had tracked the King's Shield decided to head west along the Telara Highway.

Tel Alla Hostel

Flow Chart

STEP 1 内部 | Leave the hut

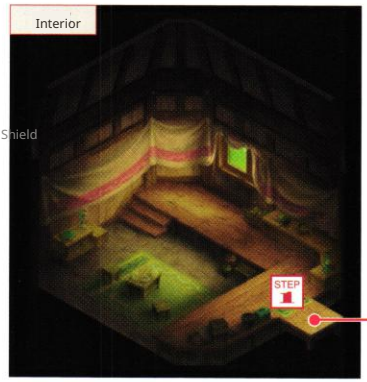
When you enter the hut, Hilda will cry for help —but it's an act. When you leave the hut, she reveals her true identity as an assassin of the King's Shield and attacks.

BOSS 1 Hilda

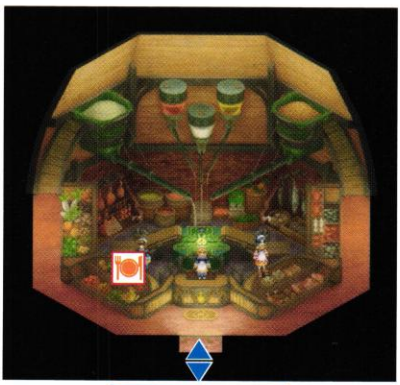
At this point Hilda does not cast many artes, so you can largely ignore her. First take out the three King's Shield soldiers with wide-area attacks like "Whirlwind Spear," then deal with her at your leisure. Note that you will face Hilda (Rampage) immediately after the battle, so enter the arcane formation and heal before finishing them off.

See p.171

Hut along the Telara Road



Food Ingredient Procurement Facility



To World Map

CHECK!

Ingredient Procurement Facility — First Appearance

South of Sunny Town there is an Ingredient Procurement Facility. Here, you can exchange ingredient tickets to have those ingredients delivered for free through the "Magical Pot," or buy them on the spot (see p.127 for details).

At the central counter you can use tickets and gald to raise the Magical Pot's level, and at the left counter they will teach you recipes once the Magical Pot's total level reaches a certain threshold. At the right counter, if you hand over a set of five liquid-type items — "Rote Liquid," "Prao Liquid," "Grün Liquid," "Gelpry Liquid," and "Violet Liquid" — they will exchange them for an "Elixir," an item that fully restores one ally. Because the Ingredient Procurement Facility is packed with perks, be sure to stop by.

Enemy Data

See page P.388

	Enemy Name	HP	Weakness	Steel Body	Half reduction	Guard	Items	Characteristics
	B Royal Shield Soldier	3000	–	–	–	–	Peach Gummy Life Bottle	Performs two attacks Has a slightly long reach
	B Hilda	4420	–	–	Light	–	–	Uses Water and Light magic Moves along the line when attacked
	B Hilda (Berserk)	5304	–	–	Light	–	–	Uses Water and Light magic Rarely staggers

Appearance

Flow Chart

BOSS 2 Hilda (Berserk)

Opponent that can be defeated as long as you avoid direct hits from "Aqua Stream" and "Shining Ray". Usually, attack by sand wiching Hilda between allies; when Hilda begins chanting, immediately defend. If s he uses "Thunder Spear" or "Splasher", de fense may not be in time, but for the long er casting-time Aqua Stream and Shining Ray you can defend in time. If you're in tr ouble, retreat into the arc magic circle, w ait for healing, then resume the attack. N ote that if Veigue and Annie are participat ing in the battle, an event will trigger and the battle will end once a certain amount of damage is dealt.

If you attack with Hilda positioned between them, Aqua Stri m and Thunder Spear damage can be reduced.

To Sunny Town ▶P.172

Karaage (Japanese fried chicken) ▶P.437

Location: Obtained when the total level of the Magical Pots is 6 or higher
Effect: Restores 20% HP / RG +4

Vegetable Salad ▶P.438

Location: Obtained when the total level of the Magical Pots is 12 or higher
Effect: Restores 30% HP / RG -6

Seafood Gratin ▶P.438

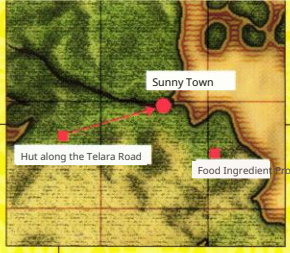
Location: Received when the total level of Magical Pots is 18 or higher
Effect: Restores 45% HP / RG+8 / Prevents weakening for one minute

Mapo Curry ▶P.439

Location: Received when the total level of Magical Pots is 24
Effect: Restores 75% HP / Increases damage dealt by 10%

PHASE 12 ~Water City~

Town | Dungeon



Sunny Town

STORY Hilda, who came to a cabin along the Telara Highway seeking help, was actually an assassin of the King's Shield. After repelling her, Veigue and the others return to Sunny Town to treat the wounded Hilda.

ACCESS

Head east along Telara Road, then retrace your steps; in about 50 paces you'll return to Sunny Town. You may want to stop by the food supply facility at that time.

Sunny town

Flow Chart

STEP 1 Plaza | Let Hilda rest at the inn

STEP 2 南門 Go to the South Gate

BOSS 1 Milittsa (Mirror Image)

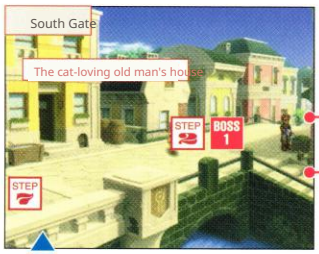
There are four mirror images in total. They move quickly but have low HP, so with wide-range attacks like "Rippa-shock" or "Whirlwind Spear" used repeatedly, you can defeat them without trouble.

Annie discerns the true nature of Milittsa's mirror images. They decide to seal the mirror images with steam that blocks out the light.

STEP 3 Plaza | Seal Militza's Doppelganger

STEP 4 North Gate Go to the North Gate

P.173

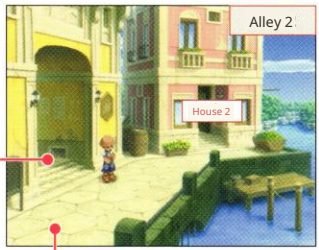


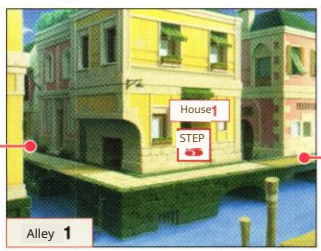
Chapter 1 Chichu
Chapter 2 Awaken
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 New Fixed Data

Enemy Data

Enemy Data See page P.388

Enemy Name	HP	Weakness	Armor Halved	Guard	Items	Characteristics
B Militza (Doppelgange	613	–	Water Light	–	–	Throws knives Teleports to move
B Miritsa (First Battle Main Body)	408	–	Water Light	–	–	Throws knives Teleports to move
B Miritsa (Second Battle	12260	–	Water Light	–	Peach Gummy Soul Card	Performs wide-range attacks Summons clones





※ For shop data, see p.167.

Flow Chart

BOSS 2 ミリッツァ

In the Miritsa battle, the troubleso me "Spectral Field" deals wide-area damage. To stop this, set the contr ol mode to Semi-Auto so the charac ter can track the enemy, stick close to the main body, and attack. After t he battle, Hilda joins the party and y ou obtain the "Collector's Compend ium." Additionally, you can learn thr ee types of Mystic Artes (see p.112).

Only the main body has high HP, so even if you lose sight of it, you can clearly tell at a glance by checking the HP with the R1 butt

STEP 5 House 1 Protect the hidden woman

STEP 6 Square Hear about the queen's ritual

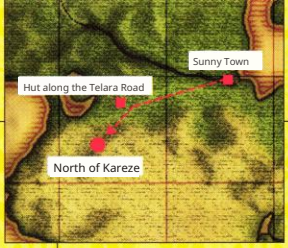
STEP 7 South Gate Leave Sunny Town

Clairside Babylograd

STEP 8 Speak with all women in the Azure Sanctuary

To Karez ▶P.174

Karezu



ACCESS

If you go west along the Teraura Road that extends from the south gate of Sunny Town, you will see the Kurodadaku Desert where tornadoes whirl. Karez is in a well, about 80 steps from Sunny Town.

STORY While heading to Babylonograd, a strong sandstorm blocks their way at the entrance to the Kurodadaku Desert.

The party encounters a man they accidentally discovered

They decided to pass through an underground waterway called ーズ.

Karez

Preparation

Prepare for a long battle Although no bosses appear in Karez, the travel distances are long and there are places where movement speed is reduced, so the number of encounters naturally increases. You can rest and save along the way, but aside from that the only reliable ways to recover are items or cooking, so to be safe stock up on items and ingredients before leaving Sunny Town. By the way, enemies in Karez frequently drop the ingredients needed for “Risotto.” Set the auto-cook to prioritize Risotto.

Take care **Special Attention**

Enemy: Movement speed also reduced during battle

There are no particularly strong enemies appearing, but fighting in the water is troublesome because our movement speed becomes considerably slow. If party members are scattered while fighting, you may not be able to reach an ally in trouble immediately. Always fight near your allies so you can support them right away. Also, keep in mind that enemies seem accustomed to this water, so their movement speed may remain the same as usual.

It's also fine to inherit to a new item. Weapons and armor that have been partially enhanced accumulate EP in long battles, so keep them.

Anger Shrimp is water-elemental. "Ice Blade" and "Zesshoken" sparingly, are less effective. Veigue's "Zessh

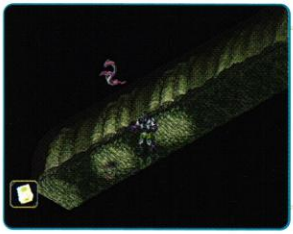
Enemy data

Enemy Data See page P.388

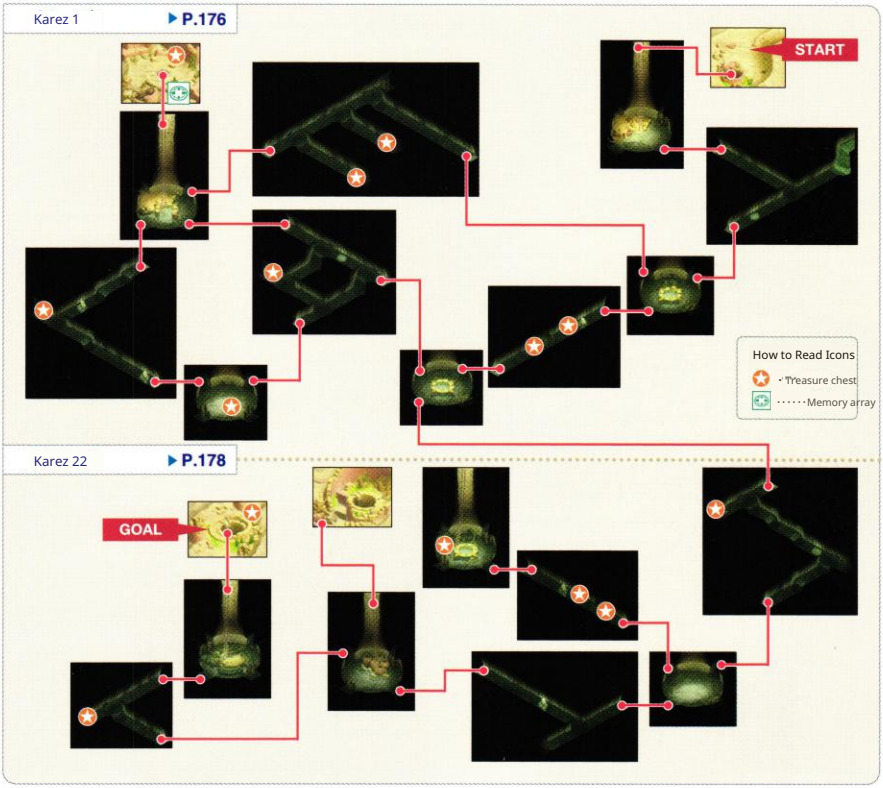
	Enemy Name	HP	Weakness	Steel	Body	Half	Guard	Items	Characteristics
	Anger Shrimp	1781	–	–	Water		–	Beef Lettuce	Defends before attacking Spits three bubbles from its mouth
	Guba Active	2899	–	–	–		–	Rice Holy Bottle	Casts Splasher Charges with a body slam
	Gaiter	1862 Water		–	–		–	Bread Potato	Defend after attacking Short in height
	Torineke (Torineke)	3377	–	–	–	Fire		Potato Cheese	Attacks inflict heat poison effect Does not defend
	Fizkeino (Fizkeino)	3340 Light		–	En		–	Chicken Banashia Bottle: defend with a backstep	Defends when ally RG falls below a certain valu
	Velk Frog	3615	–	–	–		–	Cheese Burst Bottle	Defends when ally RG falls below a certain Spits venom three times
	Levimark	3073 Wind		–	Land		–	Milk Banashia Bottle	Moves line after attacking Slow attack startup
	Rock Scorpion	2781 Water		–	Earth Fire			Rice Peach Gummy	Defend before attacking Attacks inflict a slowing effect

Navigate

Overview of Karez



Trap: Break rocks and proceed with Foles In Karez, there are places where you break rocks and proceed using the Steel Fole. The power of the Steel Fole is determined by how long you press the button; with a certain power level you can break rocks, but if the Fole's power is too strong, enemies will fall and trigger a battle.



Points: Pass through every place that leads to the surface

Besides the entrance and exit, there are two places with ladders to the surface. One connects to a save point and the other to a spot with a treasure chest, so be sure to climb up. Also, as shown in the photo, items are hidden in the roots of the plants.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Karezu 1

Karez

Flow Chart

STEP 1 Break the rocks with a Steel Fole

The rocks here are broken during an ev ent, causing enemies to fall and trigger a battle. The appearing enemies are the same as regular field enemies, so you sh ouldn't have much trouble. From now on , depending on how you apply force, you can sometimes get past rocks without e ntering combat. Use a strong Fole on lar ge rocks and a weaker Fole on small roc ks and you'll be fine. Incidentally, the ev ent here is related to an event that occur s in the next town, Anikamaru. It will be reenacted in a flashback then, so you do n't need to memorize it in particular.

STEP 2 Proceed with care around water currents

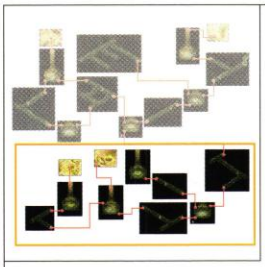
From this point onward, water will s ometimes gush from the walls. If yo u get hit by a current, you will be blo wn in that direction, so time your m ovements and advance when the cu rrent has stopped.

STEP 3 Rest at the Memory Circle

At the Memory Circle locations on the sur face, an event occurs where you rest for Annie, who is unwell. After resting here, you can only recover while traveling by u sing items or cooked dishes, so consider using artes during battle to recover.

Could Annie's poor condition be due to the heat? Med
There is also the saying about doctors neglecting their own health...?

See p.178

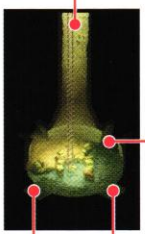


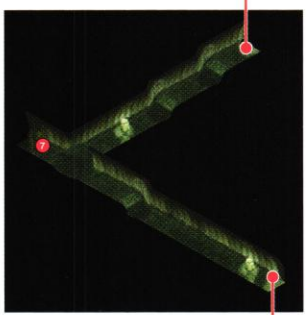
Overview of Karez

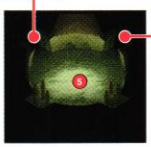
Karez
Complete View

Item list

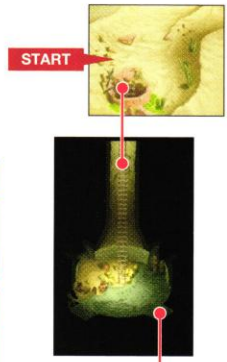
① Saffron
2. Beach Gumi
3. Life Bottle
1. Refining Stone
6. Brawl Liquid
6. Savory
7. Flare Powder (after Phase 26)
8. Magic Refining Stone (after Phase 26)







Chapter 1 Record of Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Setting Literature



Sub-event: Militza and Hilda P.359

06

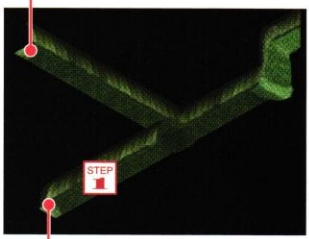
Timing: Phase 45–46

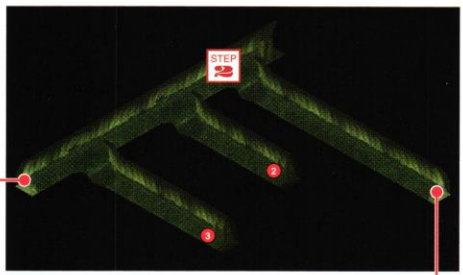
Content: Conversation event between Militza and Hilda

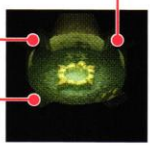
Special Pizza P.439

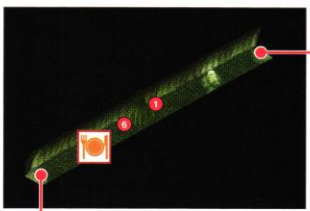
Location: From Phase 47 onward, take the old man outside

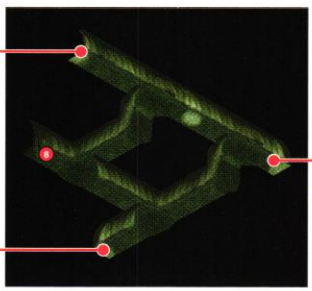
Effect: Restore 85% HP / Set RG to 70

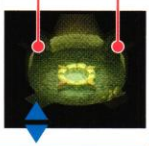












To Karez 2 (P.179)

Karez 2

Flow Chart

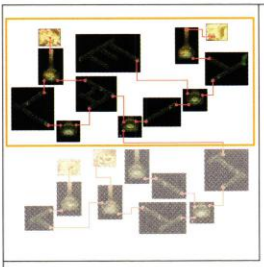
STEP: Proceed while breaking rocks
4

STEP 5

At the Karez exit, something happens to Annie When you reach the Karez exit, Annie collapses with a high fever. From this point on, Annie cannot be part of the battle party for a while. When Annie withdraws, HP recovery from the Arcane Circle (Fole Ring) becomes unavailable, so temporarily reorganize your formation to prioritize HP recovery distribution. For details, refer to the article on HP recovery on P.049.

Annie still gains experience while withdrawn
Therefore, there is no need to worry about differences in growth.

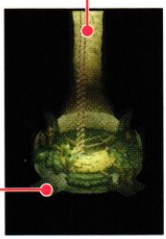
To Anikamaru ▶P.180

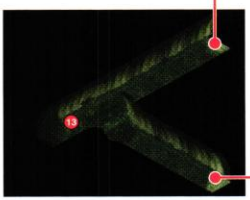


Overview of Karez
Karez
Complete View

Item list

- 9 Banashia Bottle
- ⑩ Delay Check
- ① 1500 gald
- 12 Rosemary
- 13 Verbena
- M 1500 gald



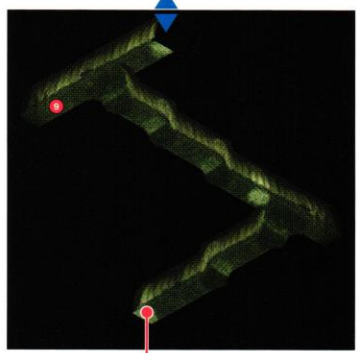


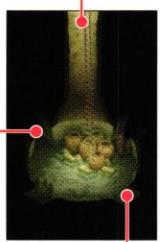
CHECK!

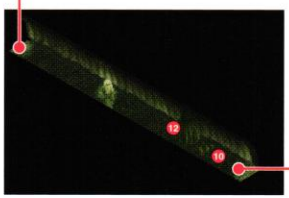
A shortcut opens later

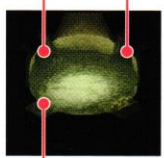
After the end of Phase 15, a shortcut from the area near the exit toward the entrance will open. However, at the same time the sandstorm on the field map disappears, so when returning toward Sunny Town there is no need to force your way through Karez.

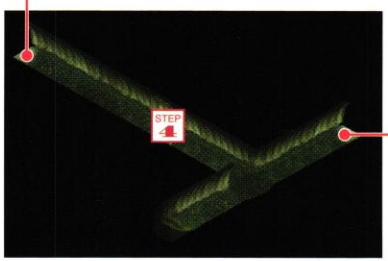
カレーズ1へ(P.177)





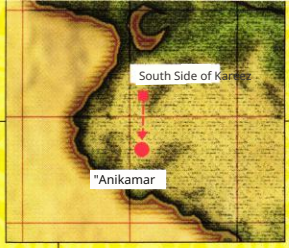






14 ~The Spring Settlement~

Anikamaru



STORY At the exit of Kareez, Annie collapses with a high fever of unknown ca use. Veigue and the others hurriedly leave Kareez and decide to treat Annie in the desert village of Anikamar.

ACCESS

Just south of the South Side of Kareez y ou can see the desert town of Anikamar. If you walk about 25 steps south from t he South Side of Kareez, you will arrive at Anikamar.

Anikamal

Town

Town Information

A village cold to outsiders

A small settlement at an oasis in the desert. Perhaps bec ause of the harsh natural environment, it is characterized b y a high proportion of Gajuma. On the other hand, foodstuf fs are surprisingly abundant for a desert area, and “curry ri ce,” made generously with grains and vegetables, is the loc al staple dish. Also, the village has a past in which outsiders who were nursed during an epidemic infected villagers an d then fled, so the villagers are cold toward outsiders.

Be aware

Special Attention

Enemies: Many have a weakness to water

Rigrith and Rock Scorpion are weak to water. If you want to end battles quickly, equip the front-line with a n "Aqualist," but the "Poison Check," which resists Tor inek's heat poison and Rigrith's Flare Shot, is also har d to pass up. If you prefer a safe approach, choose Po ison Check; if you want to rely on your funds to defeat them speedily, the recommended combination is Aq ualist plus "Fruit Punch" to prevent heat poison.

This is the tree from which t he name originated. The short n ame of the tree is "Anikamaru." It grows in villages with a thick trunk and branches

There are many enemies resistant to fire, and this is effective in many s ituations. Here, Hilda's sorcery is more useful than Mag

Chapter 1 Prologue
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Enemy data

Enemy Data

Reference page P.389

Enemy Name	HP	Weakness: silver body	Self-reduction Defense			Items	Characteristics
Daarter	1239	–	–	–	Fire	Pork Chicken	If allied RG is high, they defend Their movements are swift
Torineke (Torineke)	3377	–	–	–	Fire	Potato Cheese	Attack inflicts heat/poison effect Does not defend
Rigridt	777 Water		–	Land	Fire	Carrot Milk	Defends after a specific attack Casts Flare Shot
Rock Scorpion	781 Water		–	Land	Fire	Rice Peach Gummy	Defends before a specific attack Attack inflicts slow effect

Person

Franz

An adventurer pursuing the world's seven great illusions. He has medical knowledge and examines the fallen Annie.

Innkeeper

Rents a room for Annie, but upon hearing the name of the illness They drive people out as if they have turned into different people.

Institution

Tent

Franz's next residence i s a tent full of nails. Tr avelers sometimes stay there without permissi on, which reportedly af fects the inn's sales?

Shop Data

Weapon Shop — Weapon Shop — Peddler

Item Name	Equipper	Price
Bastard Sword	Veigue	1070
Claymore	Veigue	1385
Eturia	Mao	1235
Steel Tonfa	Mao	1615
Yan Tao	Eugene	905
Gisarme	Eugene	1150
Fey Staff	Annie	825
Soul Scepter	Annie	1730
Saiti	Titrei	990
Iron Arms	Titrei	1270
Card	Hilda	1150
Soul Card	Hilda	1500

Armor Shop — Armor Shop — Peddler

Item Name	Equipper	Price
Scale Armor	Veigue	960
Iron Armor	Veigue	1250
Silver Jacket	Mao	825
Moon Jacket	Mao	1055
Scale Mail	Eugene	685
Iron Mail	Eugene	1440
Silver Cloak	Annie	755
Moon Cloak	Annie	960
Scale Plate	Titrei	1030
Iron Plate	Titrei	1345
Silver Robe	Hilda	890
Moon Robe	Hilda	1150

Decorator Shop — Ornament Shop — Peddler

Item Name	Category	Price
Mind Pearl	Gem	785
Resist Pearl	Gem	780
Heal Pearl	Gem	825
Force Pearl	Gem	835
Life Pearl	Gem	855
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Aqua List	Amulet	1500
Light List	Amulet	2000

Item Shop — Item Shop — Peddler

Item Name	Category	Price
Peach Gummy	Items	500
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Inn — Inn — Desert Mansion

Fee
100

Food Ingredients Shop — Food Shop — Bounty of the Earth

Item Name	Price
Potato	24
Cheese	60
Carrot	24
Pork	108
Milk	64
Rice	56

Special Deals Information — "Aquarist" is a must-buy

Water-weak enemies appear around Anikamuru and i n the oasis. Prioritize buying the Aquarist over weapons and armor. Also, when you return from the oasis, stock up on Lightlist items for each front-line member. The enemi es in the next destination, Mount Dungeon, are all weak to light and the effect is tremendous.

Anikamaru

Flow Chart

EVENT Annie is down

When you arrive in town, you will rent th e back room of the inn to let Annie rest. I n the meantime, search the town to find a doctor who can examine Annie.

Each character reacts differently when talkin g to Annie, who is downed.

STEP 1 Entrance — Talk to the innkeeper

STEP 2 Entrance — Talk to the Gajuma woman

If you talk to the innkeeper, a Gaju ma woman appears at the town ent rance. Furthermore, if you speak to this woman, a Gajuma fisherman wi ll appear in the alley, and when you listen to that fisherman, Frantz will appear in front of the tent.

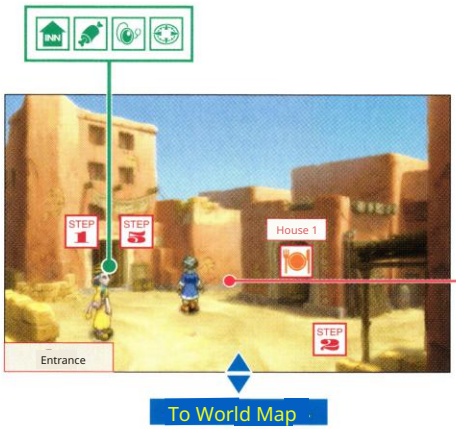
STEP 3 Alley — Talk to the fisherman

See p.183

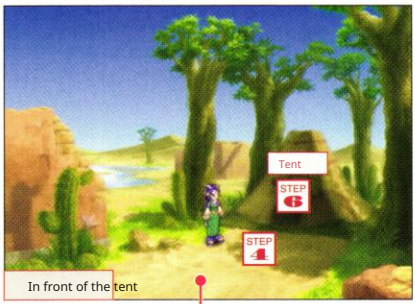
Curry Rice P.437

Location: Inside a villager's cooking pot

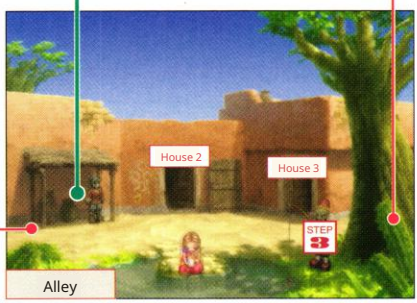
Effect: Restores 30% HP / +10 RG / Fully restores one FG



Chapter 1 Take a photo
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



In front of the tent



Alley

Flow Chart

STEP 4 Talk to Franz in front of the tent

STEP 5 Wait for Franz at the inn entrance

According to Franz, Annie has contra cted the deadly disease "Desgaro Fev er". Once the illness is discovered, all the townspeople become even colde r. She will be driven out of the inn, so let Annie rest in Franz's tent.

The moment they learn Annie has "Desgaro Fever", the innkeeper's attitude toward her changes dramatically.

STEP 6 Tent Talk to Franz in the tent

According to Franz, curing Desgaro Fever requires the horn of the phant om virus "Ribgaro". Because leaving Annie behind could lead to unknown actions by the townspeople, they d ecide to carry Annie on their back an d head to the oasis to the northeast.

To the oasis ▶P.184

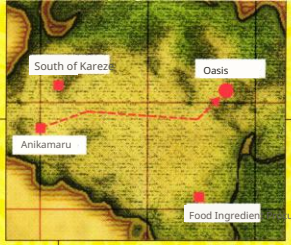
CHECK!

Stock up on healing items

Because Annie has left the party, you can no longer restore HP with the arc magic circle, reducing the amo unt of HP recovery available. Before heading to the oas is, buy plenty of items such as "Peach G" "Mi", "Life Bo ttles", and food ingredients. Also, don't forget to learn t he "Curry Rice" recipe at the house in Village 1.

PHASE 15

Town | Dungeon



Oasis

STORY To save Annie, who has been infected by the Deathgaro fever, the party head s to the oasis in search of the legendary creature Libgaro, which is an ingredient for medicine. Will they be able to find Libgaro...?

ACCESS

After leaving Anikamalu, head straight east across the Kurodadaku Desert and you will see a lush oasis. It is about 80 st eps away from Anikamalu, so you will li kely encounter many battles.

Preparation

Buy Burst Bottles

The target Libgaro is a special boss with a time limit on the battle. If you take too long it will escape, so havi ng "Burst Bottles," which restore FG after using Artes, lets you attack more efficiently. However, using them will raise RG to 100, so don't forget to Cool Charge afte rward. Each bottle is reasonably priced at 600 gald, so buy about ten. That should let you use them again eve n if you fail several times.

Watch out Enemies

Special Attention

Watch out for the horse-type Byrras' charge

The Haunt Horse, which appears in normal battles, a nd the boss Ribgaro are horse-type enemies. When thei r RG rises and they turn red, they run at high speed ove r long distances while charging. If you are hit by this, yo u will take heavy damage and be knocked far away, whi ch in timed Ribgaro fights can cause a major time loss. Before charging they show a motion of standing on the ir hind legs, so once you see this, remember to immedia tely guard or move the line.

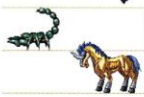
In Anikamar, where outsiders are treated coldly, A friendly peddler is a valuable presence. Let's update your equipment as well.

In addition to a rush attack, it also has a horse kick These enemies have nasty behaviors. Moreover, their guard is solid, etc., horse-type

Enemy data

Enemy Data

See page P.389

	Enemy Name	HP	Weak point: bronze body		Half-reduction	Guard	Items	Characteristics
	Torineke (Torineke)	3377	–	–	–	Fire	Potato Cheese	Attack inflicts heat/poison effect Does not defend
	Heartht Horse	4747	–	–	–	–	Milk Potato	Defends when ally RG falls below a certain va When RG increases, it will charge
	Morgator	4372 Fire		–	Water	–	Carrot Lemon	Slow movement Short in height with a long sideways body
	Raurou	2316	–	–	–	–	Rice Egg	Appears in groups Does not defend
	Rock Scorpion	2781	水	–	Land	Fire	Rice Peach Gummy	Defends before certain attacks Attacks inflict a slowing effect
	B Ribugaro	12741 Fire		–	–	Light	Lime Gumi Charge Pearl	Emits a light orb with a freezing effect Potential Ability: Attack Down

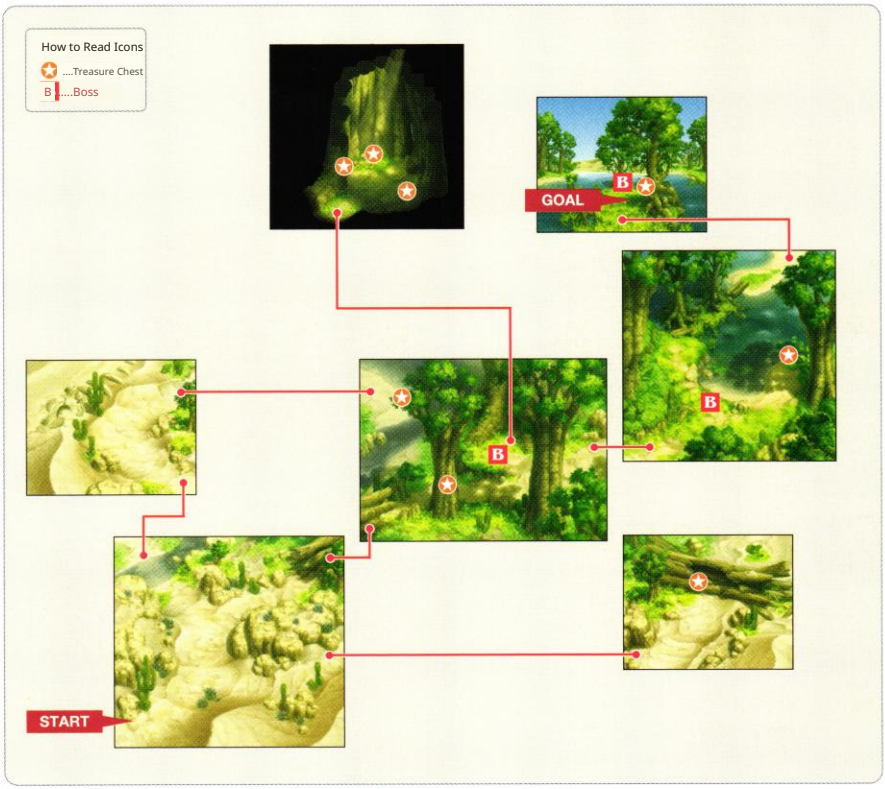
Chapter 1 Intelligence number
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

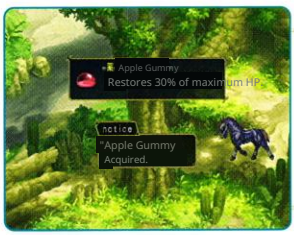
Navigate Oasis Panorama

Oasis Complete View

Enemies in trap fields are hard to avoid

There are enemies walking on the field in the Oasis. These enemies can be slipped past from the side, but they often react quickly and catch you. That said, they don't turn out to be formidable foes, so defeat them if you want to farm.





Point: Many hidden treasure chests

The Oasis is a monotonous, cramped dungeon, but many treasure chests are placed in hard-to-see locations. In Rubgaro There's no risk that Annie's treatment will be too late if you don't encounter Rubgaro quickly, so be sure to thoroughly collect them.

Oasis

Flow Chart

STEP 1 Endure the enemies and push forward

BOSS 1 Libro

When you discover Rubgaro, bump into it on the field to trigger battle. Unless your levels are very high, you can't defeat it in the first fight, but the HP reduced from Rubgaro carries over to the next encounter, so keep attacking to wear down Rubgaro's HP. No matter how many of its mounted minions you defeat, you won't gain experience unless you defeat Rubgaro, so ignore everything else.

In the first battle, you can run away. The one who fled Chase after him and launch the next battle.

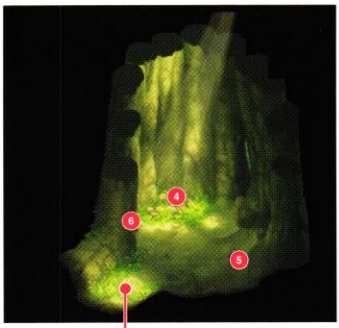
BOSS 2 Libro

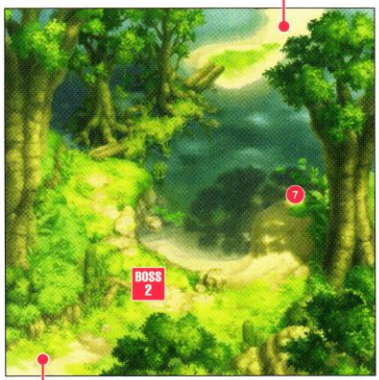
If you couldn't defeat him in the first battle, Find the escaped Ribgaro and fight him again. At this time, the recommended ally tactics are "Leave strong enemies to others" and "Focus on attacking." This will increase the number of times your allies target Ribgaro. By the way, even if he escapes again in the second battle, you can repeat the cycle of chasing and fighting multiple times until you defeat Ribgaro.

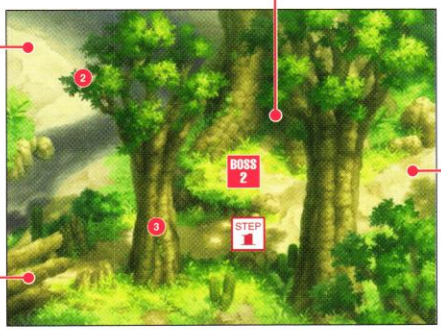
STEP 2 To Anikamalu to make medicine

When you defeat Ribgaro, you obtain the "Ribgaro Horn." After treating Annie in Anikamalu, head for the mountain cave that leads to the next destination, Babylograth.

To the mountain cave ▶P.188

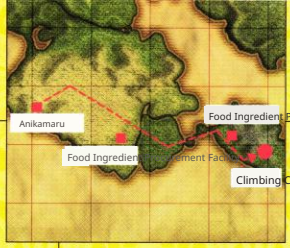






Item list

① 2,000 gald
② Chicken ×3
③ Apple Gummy
○ Sage
⑤ Life Bottle
⑥ Feet Pearl
7 Pork ×3
⑥ Refining Stone



Climbing Cave

STORY To enter Babylograd, visible atop the mountain, they must climb this mountain cave. Believing they can catch up to the King's Shield, the party decides to sprint up the mountain cave, but.....

ACCESS

The path to the mountain cave is very long. After leaving Anicamar, proceed about 200 steps east to finally reach the entrance to the mountain cave. There are also two food-provision facilities along the way, so stop by if needed.

Climbers' Cavern

Preparation

Buy new equipment in Annikamar

The equipment you bought when you first visited Annikamar has probably been upgraded, so to avoid wasting EP, perform equipment inheritance before entering the climbing cavern. Also, most of the enemies that appear are weak to light attribute, so buy a "Light Wrist" for your front-line party members in Annikamar. Equipping this alone will make things much easier.

It is good to increase the number of returns. Cut, buy the same thing and continue Use EP before Annica Mark departs

Watch out Enemies

Special Attention

Be aware that many enemies cast spells

In this climbing cavern there are many enemies that chant guiding or formation arts, such as Curse Scott and Nigh Shade. There are also tough Vyrus enemies that focus on physical attacks, like Galton and Lankarkas, so it's an area where you can't let your guard down. The basic strategy is to target the chanting enemies first, but if your allies in the rear are about to be attacked, prioritize supporting them.

Enemy vanguards frequently use line movements so techniques with wide attack ranges are easier to deal with.

Enemy Data

Enemy Data

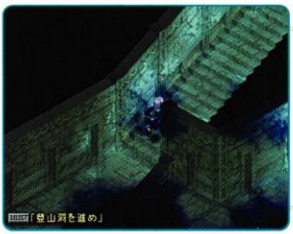
Reference page P.390

	Enemy Name	HP	Weakness: Steel Body	Half reduction	Guard	Items	Characteristics
	Cursecott	5173 Light	—	Dark	—	Egg Life Bottle	Cast Archshade Defend after certain attacks
	Galton	5103 Light	—	Dark	—	Potato Dark Bottle	Do not defend Move line after attack
	Nigshade	3374 Light	—	Earth	—	Lettuce Mind Pearl	Attack causes panic effect Uses an arc magic array with a panic effect
	Rankarkas	6666 Light	—	Palace	—	Rice Pork	Attack causes panic effect Attack has a line-movement effect
	B Sale (Mud Doll)	4000 Earth	—	Wind, Dark	—	—	Moves quickly Does not use Mystic Artes
	B Toma (Mud Doll)	4000 Water Earth, Fire, Darkness	—	—	—	—	Has long-range steel-body attacks High HP and attack power
	B Donel	37300 Wind	—	Land	—	Burst Bottle Steel Mail	Performs attacks that take the rear Performs knockback attacks

Navigate

View of the Mountaineering Cave

Climbers' Cavern Complete View



Trap: Entering overlapping fog leads to battle

In this Mountain Climb Cave, if you overlap with the black mist drifting on the field you will enter a normal battle. Besides that, there are switches to open iron grilles and sections where you must break rocks with a steel Fole to progress, but there a no traps that deal damage.

Flow Chart

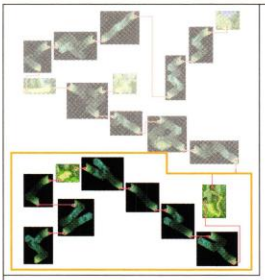
STEP 1 Climb the climbing cave to the upper level

STEP 2 Encounter with the Jet-Black Trio

On the way through the climbing cave, you meet the Jet-Black Trio again. However, their leader Ginnal is injured, so this time it does not lead to a battle. Annie, an apprentice doctor, cannot leave the wounded unattended and treats Ginnal's injury. In fact, this act of kindness later saves Veigue and the others.

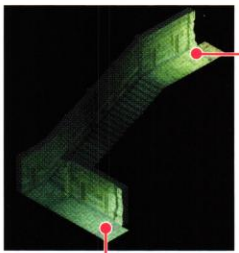
There's no way we would lose if it came to a fight However, there's no need for a pointless battle.

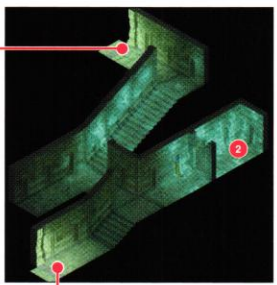
See p.192

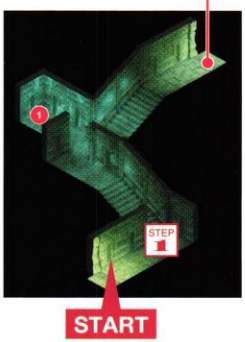


View of the Mountaineering Cave

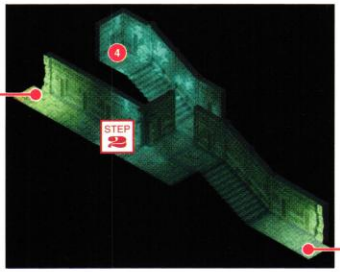
Climbers' Cavern
Complete View

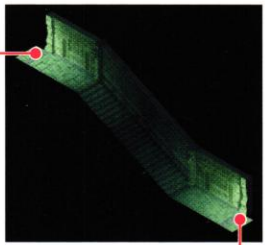


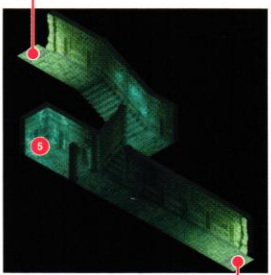


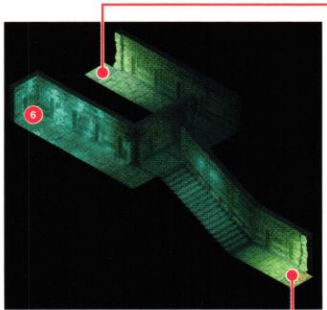


Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials









Item list

① Rice ×3
② Mind Pearl
③ Life Bottle
④ Panic Check
⑤ 2575 gald
⑥ Peach Gummy
⑦ Cheese ×3
⑧ Apple Gummy
⑨ Elixir (after Phase 26)

To Climbing Cavern 2 (P.192)

Flow Chart

BOSS Donel

On the mountain road en route, Donel, a subordinate of Sale, suddenly attacks. A clay-made Sale and Toma also appear at the same time, but these two bodies will revive during battle no matter how many times you defeat them, so ignore them. Of course, target Donel with the character you control, and change your allies' tactic to "Leave strong enemies to me" to concentrate attacks on Donel. Donel's weakness is wind, so equipping wind-attribute techniques for Mao or Eugene is highly effective.

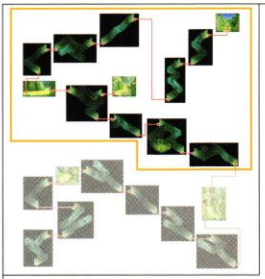
Uses two-stage attacks with a naginata and powerful earth-attribute arts. Finish it quickly with concentrated attacks.

STEP 3 Break the rocks to clear the path

After the battle with Donel, an event occurs where the path becomes blocked by rocks. As with Karezu's case, use Eugene's Foles to break the rocks and open the way. If you misjudge the force, rocks may fall, but if you keep breaking them they will all eventually be destroyed, so don't worry too much about the strength. Once all the rocks are destroyed, the event will end and you can proceed onward.

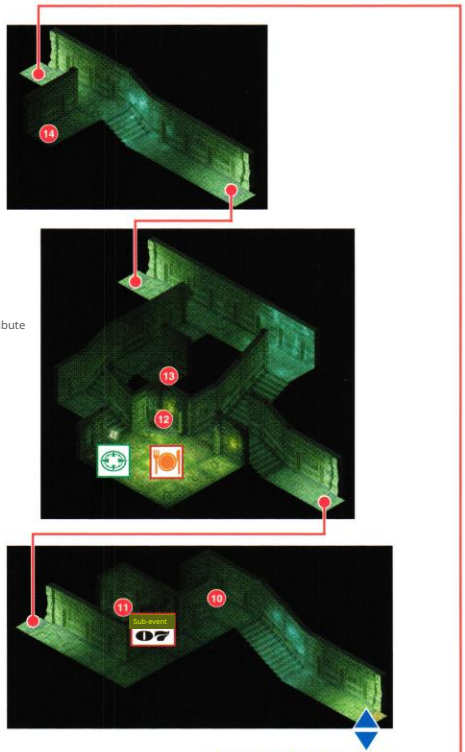
4 Pass through the mountain cave to Babylograd

To Babylograd P.194



View of the Mountaineering Cave

Climbers' Cavern
Complete View



Item list

⑩ Shield Pearl
① Life Emerald
12 Apple
1 Potato x3
⑩ 2469 Gald
15 Foles Pearl
16 Carrot ×3
⑦ 2100 Gald
⑩ Life Bottle
19 Savory
2 Nashville Build (Phase 26 and beyond)

To Mountain Cave 1 (P.191)

Sub-event 07 Kind old man P.359

Timing: Phase 30–47 From 51
Content: Rescue the imprisoned child of the Gajuma

Chapter 1 Chara
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event STEP
Chapter 5 Data
Chapter 6 Design Materials

Grasper ▶ P.439

Location: Received from Franz after STEP 6 of Phase 47 onwards

Effect: Restores 70% HP / RG +5 / Damage taken reduced by 10%

※Except during Phases 48–50.

PHASE

Town | Dungeon

12 ~City Under the Sky~

Babylograd

ACCESS

Babilograd is located atop a mountain reached by the Mountain Ascent Cave. If traveling on foot from the Anikamalu direction, there is no way to visit this town without passing through the Mountain Ascent Cave, and carriages only operate up to the entrance of the cave.

STORY Veigue and the others arrive on the southern continent seeking a ship to Valka. Although there were some incidents in the mountain cave, they managed

Arrived in Babylograd.

Babilograd

Town

Town Information

A sacred town built on a high mountain

Because it is built on a high mountain, it cannot be accessed directly from the field map. To enter the town, you must either pass through the Mountain Ascent Cave or take the lift up from Babilograd Port on the coast. Also, due to the long-standing blue-belt faith customs, townspeople are forbidden from conversing between men and women who are not family members, and women are not allowed to show their bare faces to others. Therefore, when speaking with residents, you need to switch characters with the R2 and L2 buttons according to the other person's gender before initiating conversation.

Special Attention

Enemies are weak to dark and strong against light

The enemies introduced here appear in front of the Mountain Ascent Cave and around Babilograd Port, which you will visit later. In contrast to the cave, many enemies here are weak to the dark attribute and strong against the light attribute, but at this stage you cannot obtain the "Dark List," so you cannot exploit the weakness with physical attacks. It is recommended to equip talismans like "Poison Check" to prepare for Venereon's heat toxin. For artes, Mao's "Arch Shade" is effective, but Hilda's "Stone Break" will also work well. Either character can be used.

On the outskirts of town is the azure shrine where the sacred beast is enshrined. There is a temple, and from many places pilgrims of the blue

The two types of chameleon-type enemies So, defeat them first. If an ally's RG is high, they will defend

Enemy Data

Enemy Data

Reference page P.390

	Enemy Name	HP	Weakness	Bronze	Body	Halved	Guard	Items	Characteristics
	Karrix	5490	–	–	Wind	–		Bread Holy Bottle	After a diving attack, defend Cast Wind Edge while defending
	Craig Todd	4175	ws	–	Light	–		Lettuce Peach Gummy	Do not defend High attack power
	Banish Rune	3574	ated	–	Light	–		Lemon Cheese	Attack has a line-movement effect Defends when ally RG is high
	Venerion	2450	–	–	–	–		Kiwi Liqueur bottle	Short in height Breathes fireballs
	Leomor	3006	–	–	–	Land		Potato Dark Bottle	Burrows into the ground and teleports Does not defend

Person

Ox

She harbors feelings for Dana. She is troubled by the fact that romance between Humans and Gajuma is taboo.

Dana

A Gajuma woman who admires Ox. Her secret meeting with Ox is witnessed by Veigue and the others.

Institution

Rift

The only means of transportation connecting Babylograd and Babylograd Port. The round trip takes time, so missing it even once is a big problem.

Shop Data

Weapon Shop

Weapon Shop — Tusk of the Azure Beast

Item Name	Equipper	Price
Claymore	Veigue	1385
Halstatt	Veigue	1775
Steel Tonfa	Mao	1615
Morgenstern	Mao	2100
Gisarme	Eugene	1150
Chovusuri	Eugene	2420
Soul Scepter	Annie	1730
Horn Rod	Annie	2260
Iron Arms	Titrei	1270
Brandish	Titrei	1615
Soul Card	Hilda	1500
Star Card	Hilda	1935

Armor Shop

Armor Shop — Sky Hall

Item Name	Equipped wearer	Price
Iron Armor	Veigue	1250
Steel Armor	Veigue	1615
Moon Jacket	Mao	1055
Gold Jacket	Mao	1345
Iron Mail	Eugene	1440
Steel Mail	Eugene	1880
Moon Cloak	Annie	960
Gold Cloak	Annie	2015
Iron Plate	Titrei	1345
Steel Plate	Titrei	1750
Moon Robe	Hilda	1150
Gold Robe	Hilda	1480

Decorator Shop

Ornament Shop — Peddler

Item Name	Category	Price
Medical Pearl	Gem	875
Mental Pearl	Gem	850
Mighty Pearl	Gem	900
Recovery Pearl	Gem	925
Charge Pearl	Gem	880
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Aqua List	Talisman	1500
Flare Wrist	Talisman	2500

Item Shop

Item Shop — Taisō (Taisei)

Item Name	Category	Price
Peach Gummy	Items	500
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Inn

Inn — Aeriel Lodge — Fee: 300

Food Ingredients Shop

Food Shop — Bounty of the Mountain

Item Name	Price
Potato	24
Egg	28
Onion	28
Chicken	88
Carrot	24
Pork	108
Rice	56

Good Deal Information — "Panic Check" is a must-buy!

At the port of Babylograd, where you head next, a battle awaits with the four-star Militza. To defend against Wartu's impending panic attacks, don't forget to buy Panic Check.
If you don't have enough Gald, return to the climbing cave to earn some.

Babylograd

Babilograd

Flow Chart

EVENT Witness Ox and Dana's secret meeting

When you enter the town, Ox and Dana appear, and you can learn about the commandments.

STEP 1 Alley: Go to the overseer's house

Although you ask them to send the lift ba ck, unfortunately they say they just sent t he cargo. Gather information from the to wnspeople until the lift returns.

STEP 2 Square: Pass by a group of pilgrims

STEP 3 Outdoor area: Go to the caretaker's house again

STEP 4 Square 2: Talk to the married couple at House 2

STEP 5 In front of the temple: Obtain the Azure Beast Scripture inside the temple Aft er taking the "Azure Beast Scripture" from the altar, you need to identify w hich passage within it is the keyword that will solve the hint. Talk to the pe ople in the houses and gather clues.

STEP 6 Alley: Solve the hint at the caretaker's house

Enter the keyword to solve the hint.

The correct answer is "Itoshiki Sora" (Beloved Sky).

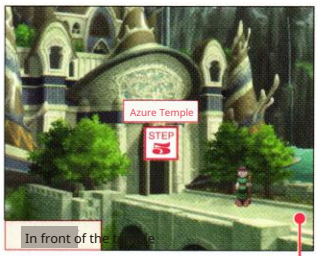
STEP 7 Board the platform lift

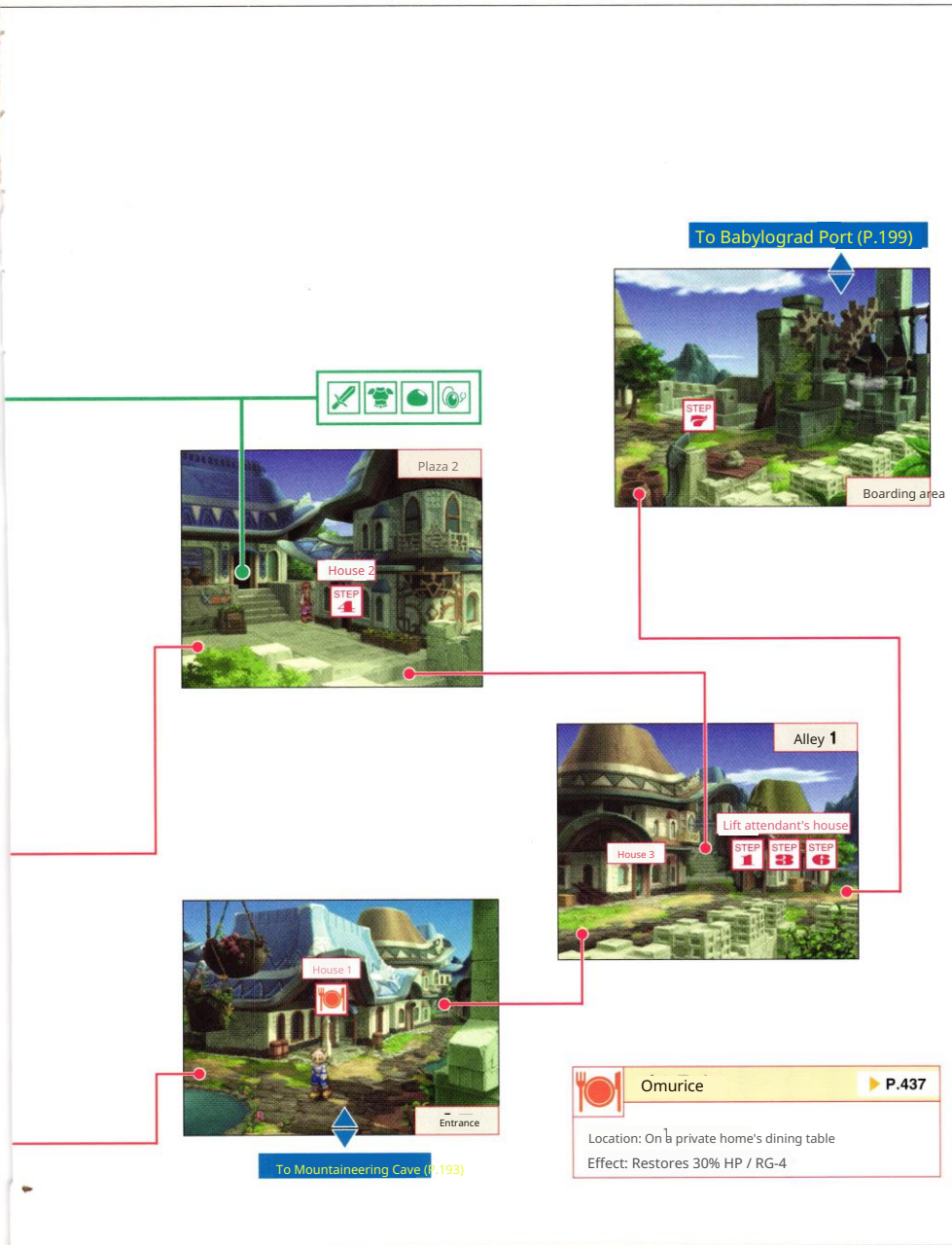
To Babylograd Port p.198

CHECK!

Save before disembarking at the port

When you arrive at the port, the battle with Wartu and Miritza will start immediately. Be sure to save and restock recovery items before disembarking at the port.





Omurice P.437

Location: On a private home's dining table

Effect: Restores 30% HP / RG-4

13 ~Gate of the Southern Sea~

Babylograd Port

ACCESS

On the outskirts of Babilograd town there is a steam-powered lift; riding it quickly brings you to Babilograd Harbor.

STORY The King's Shield used the lift to take the kidnapped girl to Babilograd Harbor. Veigue and the others saw through Wartu's trick and, breaking it, descended to Babilograd Harbor using the lift.

Babilograd Harbor

Town

Town Information

Gateway to Babilograd

It is a port town where pilgrims heading to Babylonograd and people waiting for the regular ship to Valca take a rest. Interaction with the capital Valca is active, and it is the only port town where the Galegia (Kalegia) army does not enforce regulations on the harbor. The facilities consist only of an inn and a food shop, but the view from the inn's observatory here is wonderful; it is called the "Azure Beast's Seat" and has become a hidden specialty of Babylonograd Port. The lodging fee is a bargain at 100 gald, and many guests seem to stay here before making the pilgrimage to Babylonograd. Note that enemies introduced on p.194 appear outside this town.

The town on the mountaintop can be reached using this, and there is a steam-powered lift at the port. Can come and go.

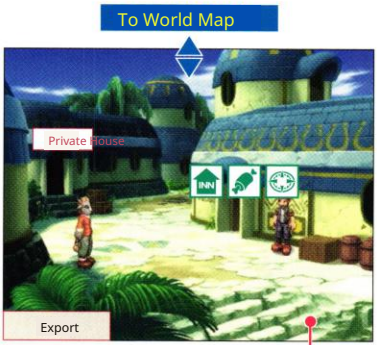
Flow Chart

BOSS Militza & Walto

When you descend to Babylograd Port by lift, you encounter Militza and Wartu, and the conversation immediately leads into battle. Of the two, the one to watch out for is Militza, who uses "Spectral Field." Use the fast-footed Titrei or Veigue in semi-auto to stick close and try to interrupt her spellcasting as many times as possible. Wartu often gets in the way, but concentrating on Militza still makes the fight safer. Note that Wartu's attacks have an additional panic effect; if afflicted, you will be stunned and defenseless, so prevent panic with "Pani

"Kick check" is essential. Be sure not to forget to equip it, especially for the vanguard.

To Balka Port ▶P.200



Person

Milhaust

General of the Karegya Kingdom.
He stood out from the time he enl
isted and rose to the rank of gene
ral at a young age, a born elite. He is an old acquaintance of Eugene.

Mira

A woman kidnapped in Babylograd. She is resc
ued by Veigue and his group.

Helen

A woman from Minarl who is freed by Veigue a
nd his group just before being taken to Balca.

Shop Data

Food Ingredients Shop
Food Shop

Bounty of the Sea

Item Name	Price
Octopus	68
Tuna	208
Sea bream	180
Salmon	136
Shrimp	164
Squid	108

Inn
Inn

Sea Murmur

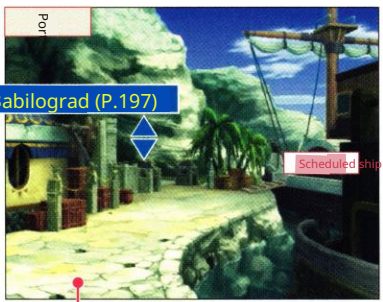
Fee 100

Enemy data

Enemy Data

See page P.391

Enemy Name	HP	Weakness	Guard Body	Half-reduction	Defense	Items	Characteristics
B Miritsa	17050	–	Water	Light	–	Grape Gum Light List	Creates clones and throws daggers The main body has high HP and uses artes
B Waltu	27420	–	–	Between	–	Life Bottle Panic Check	Attacks inflict panic effect Iaijutsu draw cannot be defended against



PHASE

Town | Dungeon

19 ~Outer Gate of the Royal Capital~

Balka Port

STORY Having rescued the girls abducted at Babylograd Harbor, Kurea had already bee
n taken to Balka. Veigue and his party resume their pursuit of Kurea.

Balka harbor

Veigue and his party resume the chase for Kurea.

ACCESS

From Valka Port, you can reach it quickly by taking the regular ship bound for Valk
a that departs from Babilograd Port. The fare is 300G.

Town

Town Information

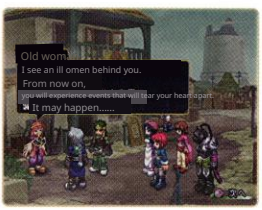
A harbor where people and goods from around the world gather

Balka, the capital of the Calegia Kingdom that rules the world. Balka Harbor, its gateway, attracts people a nd goods from across the globe and is extremely bust ling. The region's specialties are fresh seafood like oct opus, tuna, and salmon, but recently fishing has been poor due to the influence of the sea virus, disappointi ng tourists who come for the delicious fish. The restau rant's proud "boat platter" can be enjoyed after cleari ng Phase 46 (see p.298). Be sure to visit later.

*Kalegia Soldier
The ceremony to present Her Majesty the Queen is approaching. Currently, Valka Port is under strict security measures. An unveiling ceremony for Queen Agate is scheduled to take place soon at the port.
Next

Flow Chart

STEP 1 Exit | Spoken to by a fortuneteller As you try to leave Balka Harbor, Veigu e is approached by Gajuma's fortune teller. That is all that happens at Bal ka Harbor. Leave the harbor and he ad north.



They say a heart-wrenching event will occu r to Veigue, but what on earth.....?

To Valka ▶P.202

To World Map

Shop Data

Item Shop

Item Shop

Outer Gate Market

Item Name	Category	Price
Peach Gummy	Items	500
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Food Ingredients Shop

Food Shop

Outer Gate Shop

Item Name	Price
Octopus	68
Maguro	208
Tai	180
Shake	136
Shrimp	164
Squid	108

Inn

Inn

Mist Horn Shop

Fee
200

Good Deal Information

You don't need to buy all the seafood

The ingredient shop in Valca Port, like the one in Babylograd Port, displays seafood. These are ingredients later used in the recipe "Boat Assortment" that can be learned here, but at this stage you cannot learn Boat Assortment yet, so the only thing worth buying is the "squid" required to make "Karaage". If your Karaage proficiency is already high, also buy the toppings "octopus" and "shrimp".

If you don't have extra money, skip it. There's no point in buying a lot. They're expensive, and there are still few recipes that use seafood.

Sub-event: Hilda's Time Reading P.362

12

Period: Phase 47~

Content: Hilda becomes able to perform fortune-telling with tarot cards.

Boat Platter P.439

Location: After Phase 47, talk to the restaurant "Sea Street"

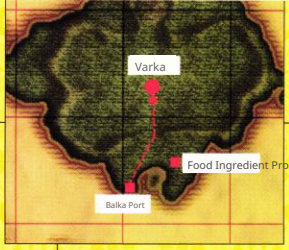
Effect: Restores 70% HP / +200 FG 30 seconds after battle starts

PHASE

Town | Dungeon

21 ~The Fog-Shrouded Royal Capital~

Varka



STORY Chasing Clare, the six finally came all the way from distant Sools to Balka. Clare's safety, and the fate of the Humma girl —what is Queen Agathe's true intention in kidnapping her...?

ACCESS

Balka is located north of Balka Port; you arrive after walking about 50 paces along the road that runs north from the port. Visibility is poor due to the surrounding fog, so proceed carefully and avoid straying from the road.

Balka

Town

Town Information

The Heart of Karegia, Where the King Resides

The capital where the King of Karegia, who rules this world, resides. Balka is a large fortified city surrounded by walls, with the majestic Karegia Castle towering at its center. The area is shrouded in dense fog year-round, which is why it is called the Fog-Shrouded Royal Capital.

Free steam locomotives run throughout the city and serve as transportation for the people. Steam elevators, museums, and other modern facilities can be seen here and there. Shops lining the streets display goods brought from all over the world, making it truly a city that could be called the center of the world.

Take care

Special Attention

Defeat the enemy Leomor first

There are five types of enemies that appear around Valca, and among them the winged Vescon and Luarb are vulnerable to earth-element attacks; if you have Hilda use "Stone Break," you should be able to defeat them quickly. However, this will not work against Leomor, who is resistant to earth. Furthermore, these enemies dive into the ground and teleport, interrupting Mao's and Hilda's Fole spellcasting. If a Leomor is in the enemy party, prioritize defeating it so your spellcasting won't be disrupted. Their HP is relatively low and they rarely defend, so they should be easy to take down.

It is also called the City of Air. Luca. Because of that, the City of Mist and Steam. A town overflowing with mist and steam. Ba

Leomor is short and uses thrusts and Focus your assaults on at tacks. Aerial attacks are hard to land. Low attacks

Enemy data

Enemy Data

See page 39

	Enemy Name	HP	Weakness	Steel Body	Half reduction	Guard	Item	Characteristics
	Inseulus	4568	–	–	–	–	Pasta Butter	Does not defend Short reach
	Vescon	2710 Earth		–	Wind	–	Cucumber Daikon	Performs a diving attack with its horn Does not defend
	Exgas	1909	–	–	–	–	Onion Dark Bottle	Blows gas Defend after a specific attack
	Lureb	4924 Earth		–	Wind	–	Daikon Butter	Defend after attacking with a feather Short reach
	Leomor	3006	–	–	–	Land	Potato Dark Bottle	Burrow into the ground and teleport Does not defend

Institution

Museum

A royal museum where hi storical cultural assets an d rare items are exhibited . To enhance the displays, they also purchase rare it ems.

Steam locomotive

Railways using steam engi nes have stations laid out at South Gate Square, in fr ont of the West Gate, in fr ont of Karegia Castle, and i n front of the shops, and can be used free of charge.

Shop Data

Weapon Shop

Weapon Shop

Raging Blade

Item Name	Equipper	Price
Claymore	Veigue	1385
Halstatt	Veigue	1775
Steel Tonfa	Mao	1615
Morgenstern	Mao	2100
Gisarme	Eugene	1150
Chovusuri	Eugene	2420
Soul Scepter	Annie	1730
Horn Rod	Annie	2260
Iron Arms	Titrei	1270
Brandish	Titrei	1615
Soul Card	Hilda	1500
Star Card	Hilda	1935

Armor Shop

Armor Shop

Beast King's Decree

Item Name	Equipped weare	Price
Iron Armor	Veigue	1250
Steel Armor	Veigue	1615
Moon Jacket	Mao	1055
Gold Jacket	Mao	1345
Iron Mail	Eugene	1440
Steel Mail	Eugene	1880
Moon Cloak	Annie	960
Gold Cloak	Annie	2015
Iron Plate	Titrei	1345
Steel Plate	Titrei	1750
Moon Robe	Hilda	1150
Gold Robe	Hilda	1480

Food Ingredients Shop

Food Shop

Harvest of Deep Emotions

Item Name	Price	Item Name	Price
Daikon	44	Pasta	100
Egg	28	Butter	64
Onion	28	Rice	56
Cheese	60	Lemon	48
Chicken	88		

Inn

Inn

Glory of Kaleigha

Fee
300

Decoration Shop

Ornament Shop

Honor of the Royal Capital

Item Name	Category	Price
Shield Onyx	Gem	1672
Nature Onyx	Gem	2090
Break Onyx	Gem	1947
Misty Onyx	Gem	2200
Piyohan Onyx	Gem	2013
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Earthlist	Talisman	2500
Gale List	Talisman	1500
Flare Wrist	Amulet	2500
Aqua List	Amulet	1500
Light List	Amulet	2000
Dark List	Amulet	2000

Item Shop

Item Shop

Veil of Mist / Friend of the Capital

Item Name	Category	Price
Peach Gummy	Items	500
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Good Deal Information

All lists complete

As befitting a city at the center of the world, all the shops are here. Notably, the selection at the ornament shop is impressive: it alone carries every list. If you need a list, you can't go wrong coming here.

Varka

Flow Chart

STEP 1 Castle Gate: Witness a suspicious Gajuma When you go to check on Kaleigha Castle, the Claire side begins and you temporarily control Claire. When you leave the room, an exchange with Queen Agathe starts, and when that conversation ends, the Claire side is over. At that time, a suspicious Gajuma that fled from Kaleigha Castle passes by Veigue and the others.

STEP 2 In front of the shop — Find Yotza at the shop

The Gajuma from earlier is Yotza, an acquaintance of Eugene. If you find him hiding in the shop, he will tell you the location and the password of a man named Jibelle, who knows a way to sneak into the castle.

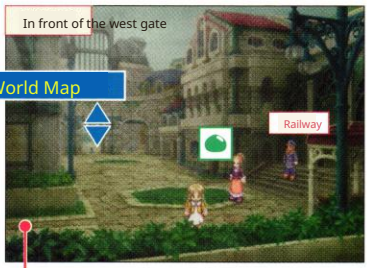
Yotza is hiding in a shadowy corner inside the shop. You can get here quickly by using the railway.

STEP 3 Alley — Go to Jibelle's house

When you tell the password to Jibel, in exchange for information about the escape route, you are asked to search for a man named Hack who went missing in the Mesetina Cave. Here, Veigue and Mao are forced to join the search, and the remaining four are split into two groups: two to go on the search and two to stay behind. Members chosen for the search party earn more EP and SP than those who remain, so take along the companions you want to use as your main fighters. Incidentally, the screen chats that occur vary depending on the party formation.(see p.445).

To Mesetchina Cave P.206

Railway: In front of the shop



Sub-event: Auction P.361

11

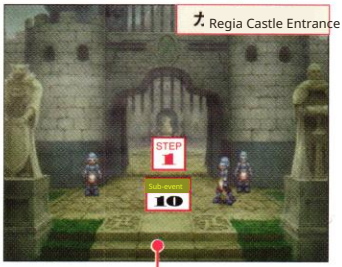
Period: Phase 40–57
Content: Participate in Kyogen's auction

Sub-event New Weapon Stock Arrival P.362

13

Period: Phase 55~
Content: Becomes possible to buy top-tier equipment

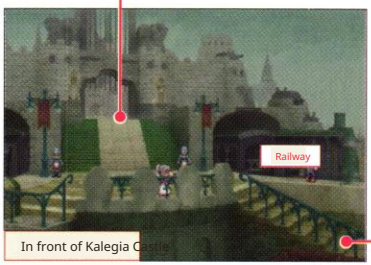
Varka

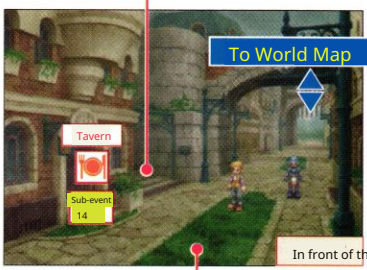


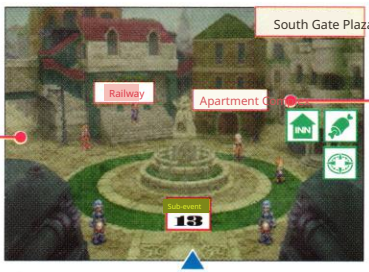
Carbonara ▶P.438

Location: On the tavern table

Effect: Restores 35% HP / RG +4 / Prevents paralysis for one minute







To World Map

Sub-event 08 Thanks from Huck ▶P.360

Timing: Phase 21~25

Content: Receive gratitude from Huck for rescuing him

Sub-event 10 Waltu and Eugene ▶P.360

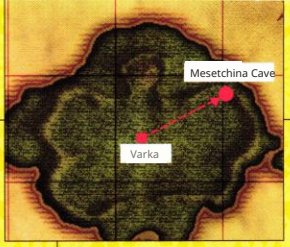
Timing: Phase 36~41

Content: Conversation event between Wartu and Eugene

Sub-event 14 Secret Diary ▶P.362

Timing: Phase 56~

Content: Becomes able to read someone's diary



Mesetchina Cave

STORY: After making a deal with Jiber, the party sets out to confirm the safety of a young man named Huck. They leave two companions with Jiber and head to the Mesecina Cave, where Huck reportedly went to investigate.

ACCESS

Mesecina Cave is located about 40 steps northeast of Valca. The area is foggy and visibility is poor, but there is a glowing crystal at the cave entrance, which can be used as a landmark to find it.

Mesechina Cavern

Preparation

Depart as the party for the assault on Calegia Castle. No powerful bosses appear in this Mesecina Cave; you only encounter one forced battle in the deepest part, and rescuing Huck succeeds smoothly. After this event, you will assault Calegia Castle, so make the party heading to Mesecina Cave the main members intended for the Calegia Castle攻略. Also, to strengthen the party's combat power by earning EP and SP in regular field and cave battles, it's best to keep the sortie members from here until the second entry to Calegia Castle as consistent as possible.

Take care **Special Attention**

Enemies that appear are the same as outside

All enemies that appear inside the cave are the same as those found on the fields around Valca, so if you have the strength to reach the cave, there should be no particular problem. Among the enemies that appear, a relatively troublesome one is the Exgas, which disrupts your consecutive attacks by spreading gas. However, its HP is very low, so if you prioritize attacking it, you can defeat it before it emits gas. If you want to achieve a high GRADE against enemy parties that include Exgas, it's good to take them down quickly with simultaneous attacks from allies.

Before rescuing Huck, there are also changes in party composition. Conversation changes may occur. | Switching is free. With the remaining members,

Gas attacks have low power, but once their activation is stopped, the number of direct attacks that can be performed is limited

Enemy data

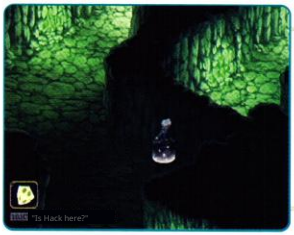
Enemy Data See page P.391

	Enemy Name	HP	Weakness: Bronze body — halved Guard				Items	Characteristics
	Inseulus	4568	—	—	—	—	Pasta Butter	Does not defend Short reach
	Vescon	2710	Land	—	Wind	—	Cucumber Daikon (Japanese radish)	Perform a dive attack from the corner Does not defend
	Exgas	1909	—	—	—	—	Onion Dark Bottle	Blows gas Defend after a specific attack
	Lureb	4924 Earth		—	Wind	—	Daikon Butter	Defend after attacking with a feather Short reach
	Leomor	3006	—	—	Do	Land	Potato Dark Bottle	Burrows into the ground and teleports Does not defend

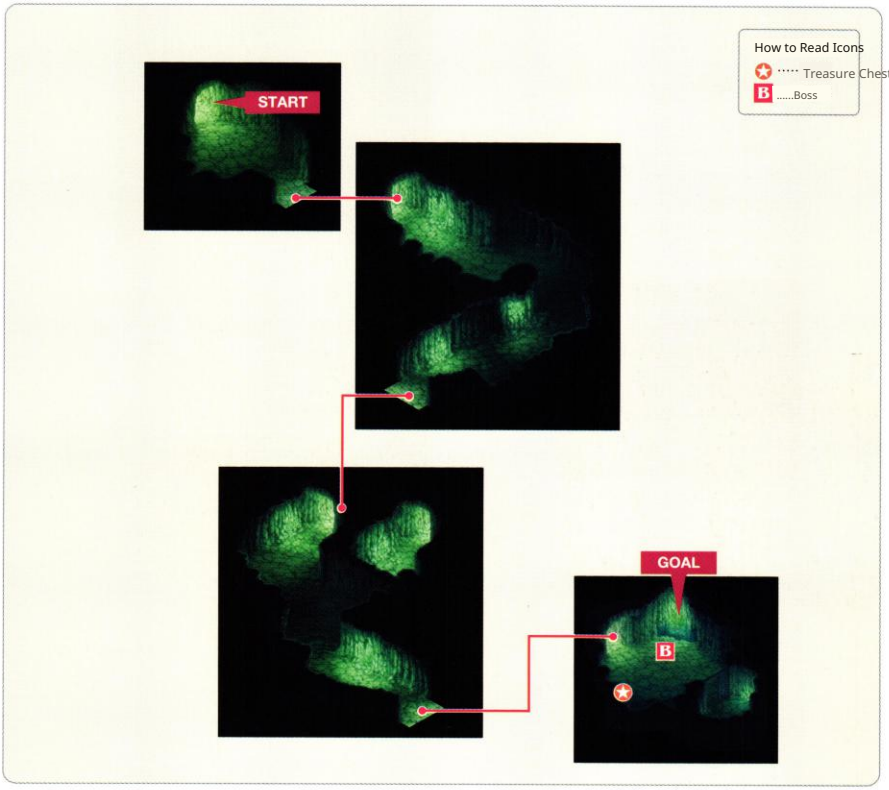
Navigate

Full view of Mesechina Cave

Mesechina Cavern Complete View



Trap: At this stage there are no traps. It is a straight path, and there is nothing like a trap. As you go deeper, you can see a suspicious space beyond the wall, but at this stage you cannot enter it, so you can safely ignore it. The cell-like thing in the room where Hack is located is the same.



Tip: Use the "Holy Bottle" for a rush. There are no newly appearing enemies and no items, so you can use the Holy Bottle to lower the encounter rate and push straight to the back. You will likely have spare copies of this item, but if you do not have any on hand, buy some.

Mesetchina Cave

Mesechina Cavern

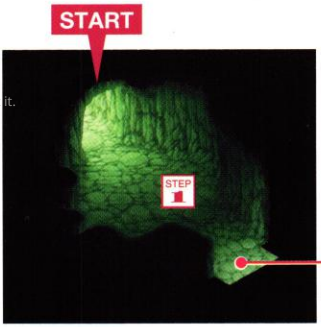
Flow Chart

STEP 1 From the entrance toward the back

STEP 2 Even if you see a room beyond the wall, go further in

You can see a room beyond the wall, but going into this room is something for a little later.

For now, let's keep moving forward without worrying about it.



BOSS Battle with the virus that attacks Huck

In the innermost room you will face a battle against the virus that attacks Huck. However, the enemies that appear are the same as those encountered nearby earlier, so you can consider this exactly the same as a normal battle. You are unlikely to have any trouble.

Vescon has resistance to wind, so do not use wind-attribute arts or skills.

Knowledge STEP 3 Talk with Huck and go to Jibelle

If you talk with Huck, the rescue will succeed. After that, report to Vulcan's Jibelle and the path to the castle will open. Return to Vulcan, prepare for the infiltration into the castle, and then head to Jibelle's house.

See p.210

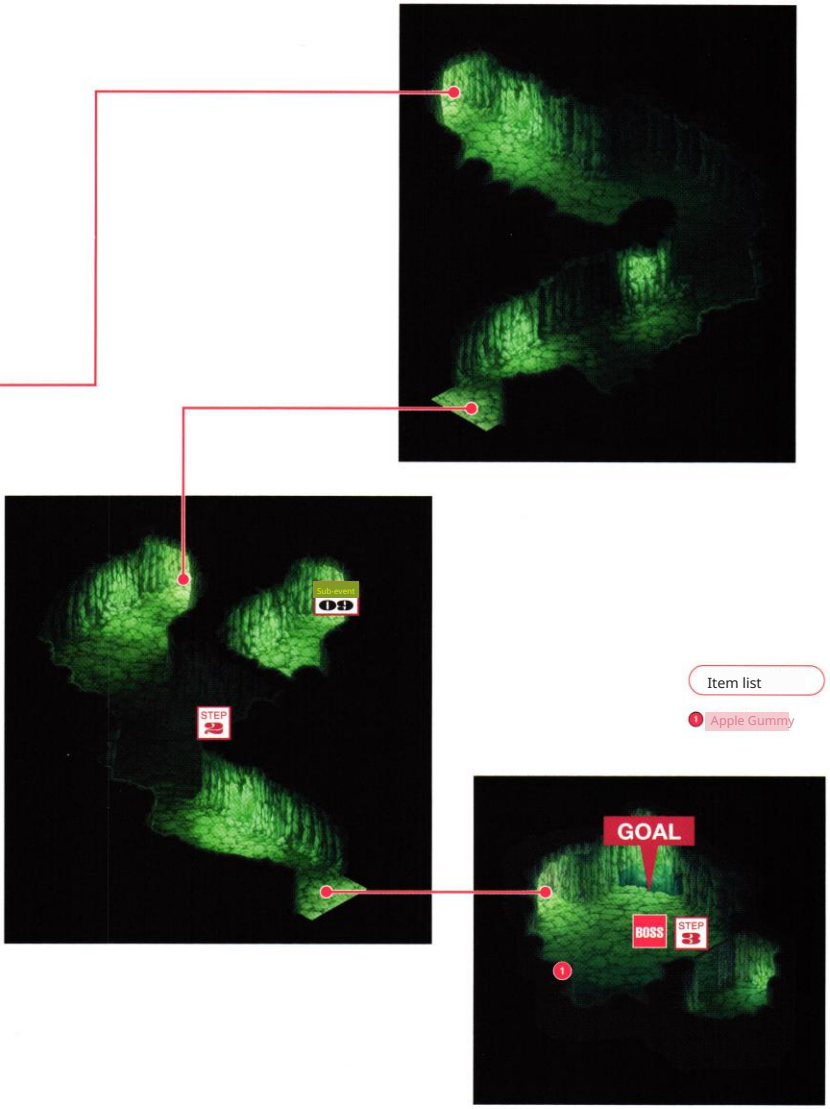
Sub-event: Stele in Mesetchina Cave P.360

09

Timing: From Phase 30 STEP 6 onward~

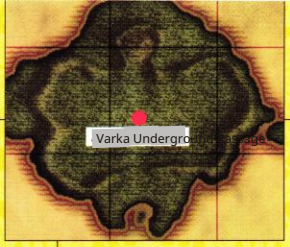
Details: Huck deciphers the stele located deep inside the cave

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



Item list

1 Apple Gummy



Varka Underground Passage

ACCESS

After leaving Mesecina Cave, return the way you came to Rivalca. From Jibelle's house an underground passage leads to Karegya Castle.

STORY Gibelle demands a search for Huck in exchange for information on how to infiltrate Karegia Castle.

The party rescues Huck in the Mesetina Cave.

Balka

As promised, I was shown the underground passage that leads to the castle

Flow Chart

STEP 1 Press the switch to unlock

The door immediately inside the undergr ound passage is locked. Firs press the s witch located near the treasure chest, the n proceed after unlocking the door.

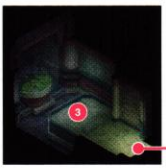
STEP 2 Set the clock hands to 9 o'clock W hen you enter this room the front and back doors close, trapping yo u inside. If you set the hands of th e two clocks to 9 o'clock, the doors will open and you can advance.

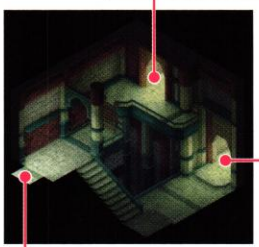
The clock on the right is already pointing to 9 o'clock, so you only need to set the left clock to 9 o'clock.

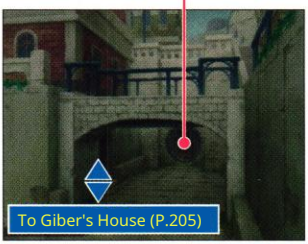
To Calegia Castle (1) ▶P.212

Item list

1. Aqua Powder
2. Peach Gummy
3. Mighty Onyx







CHECK!

Receive thanks from Huck

Huck, whom you rescued in Mesecina Cave, is at Jibelle's house He is there. If you speak to him, as a thank-you for h elping you he will give Annie's weapon "Andalusite". Make sure to receive it before infiltrating Calegia Castle. Receive it before infiltrating Calegia Castle.

Person

Giber

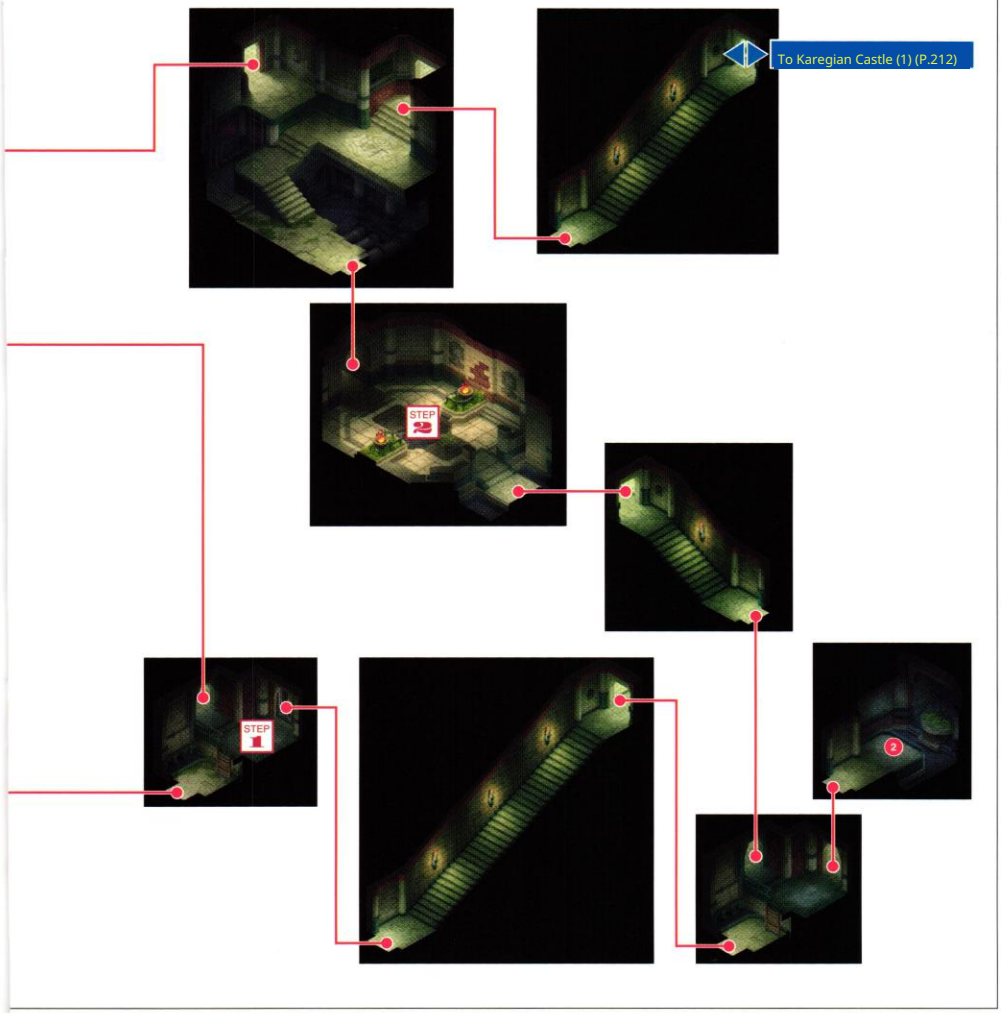
A behind-the-scenes power in Valca. He knows a way to sneak into Calegia Castle.

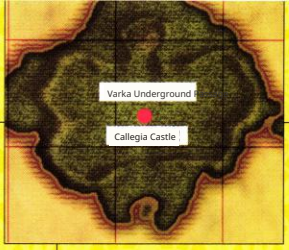
Yotza

Self-proclaimed Calegia dictionary. He once had Eugene overlook a crime.

Huck

Giber's subordinate. He is also a scholar who researches the histories and ruins of regions around t





Kalegia Castle (1)

STORY The party decided to infiltrate Callegia Castle via the underground passage behind Gibell's house. Will they be able to rescue Claire and the other abducted Huma girls?

ACCESS

Proceeding through the underground passage leads to a room in Callegia Castle. Although the underground tunnel is large, there are no random encounters at all, so you can relax. Because there are no battles whatsoever, you should arrive sooner than you expect.

Callegia Castle

Preparations

Preparation

Single path on the first visit

In Callegia Castle, no normal battles will occur no matter how much you walk around; battles only occur when you come into contact with Callegia soldiers patrolling the corridors. In practice, the only forced battles are boss fights. The boss Shield Soldiers and Shield Fole Users of the king are not that strong, so you don't need special preparations for them. Also, although Callegia Castle is normally a very large map, the area you can operate in this time is only a very small part of it, so you won't get lost. If you follow the path, events will trigger automatically and the story will progress.

Sale
Isn't it you all who are joking around? You snuck into the castle, and now you're demanding that someone who serves the country—me—hand over important secrets.

This does not lead to combat here, you are discovered. However, if you proceed down the corridor, Sale will appear partway through.

Flow Chart

STEP 1 Corridor 1 — Encounter with Regia soldiers

If you come into contact with the Karefa (Regia) soldiers in the corridor, it will trigger combat. If Veigue uses his Fole to freeze them, you should be able to get past.

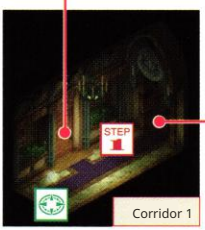
STEP 2 Corridor 2 — Found by Sale

BOSS King's Shield Soldiers & King's Shield Arcanists

Here you have an opportunity to meet with Agate, but the situation isn't resolved. You will then enter combat with six King's Shield soldiers and two King's Shield arcanists. The battle starts with you caught in a pincer, but if you equipped "Poison Check" beforehand, they won't be difficult opponents. However, after this battle, Veigue and the others are captured.

To Valka detention center (p.214)

To Valka underground passage (p.21)



Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Agate

She is the queen of the Kar egia Kingdom and the very person responsible for abd ucting a beautiful Human g irl. To save the kingdom, sh e conducts a ritual to resurr ect the Holy King on the day of Gordova.

Jiruba

Agate's close aide Gajuma . She captures Veigue and the others who sneaked i nto the Kalegia Castle. In effect, it can be said that s he holds the real power of the Kalegia Kingdom.

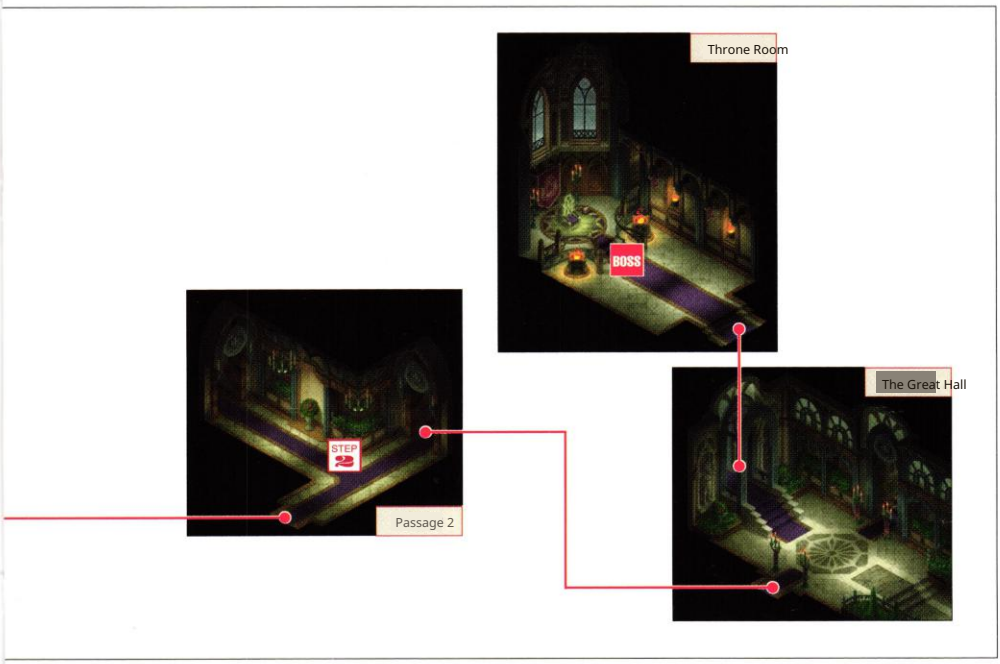
Enemy data

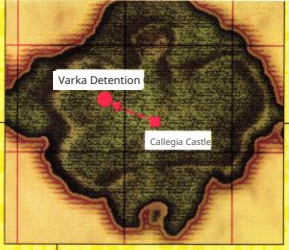
Enemy Data

See page P.292

	Enemy Name	HP	Weakness Bronze Body	Half reduction	Guard	Items	Characteristics
	B King's Shield Magician	2500	–	–	–	Lime Gummy Uccharigumi	Casts Burn Strike Does not defend
	B Royal Shield Soldier	3000	–	–	–	Peach Gummy Life Bottle	Long reach Performs a two-step attack

*For enemies that appear when contacting Kalegia soldiers, see P.216 (excluding bosses).





Varka Detention Camp

STORY The queen Agathe says that the resurrection of the holy king is necessary to save th e kingdom. The party demands that Claire be returned, but she is promp tly placed in a facility reserved exclusively for Fole users.

ACCESS

From Calegia Castle to Valca Detention Cen ter, you will be automatically transported during an event.

Balka Prison

Flow Chart

EVENT The Jet-Black Key, Appears

Before Veigue, who is confined in the facility, the Jet-Black Trio appears. As thanks for previous medical care, they open a lock for him.

STEP 1 Free Eugene and Titre

You can open them with the key received from the "Jet-Black Key." The only cells you can open are th テ e ones holding Eugene and Titre. First , rescue these two.

STEP 2 Rearrange the beads to unlock the lock

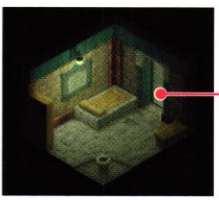
After freeing Eugene and Titrey, use t he note received from Ginnal as a ref erence to rearrange the five colored beads and also free Anni, Hilda, and Mao from the cell. Once everyone ha s been safely rescued, collect the ite ms inside the cell and head to Balka. Then, return to Jibel's house.

Infiltrate Calegia Castle from here.

The correct order from the left is "blue, yellow, red, brown, gray". With this, the prison key will open.

Calegia Castle (2) ▶P.216

Passage



Chapter 1 Know
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Nuts

He is a Calegia soldier, but he was captured for objecting to Sale and Thoma

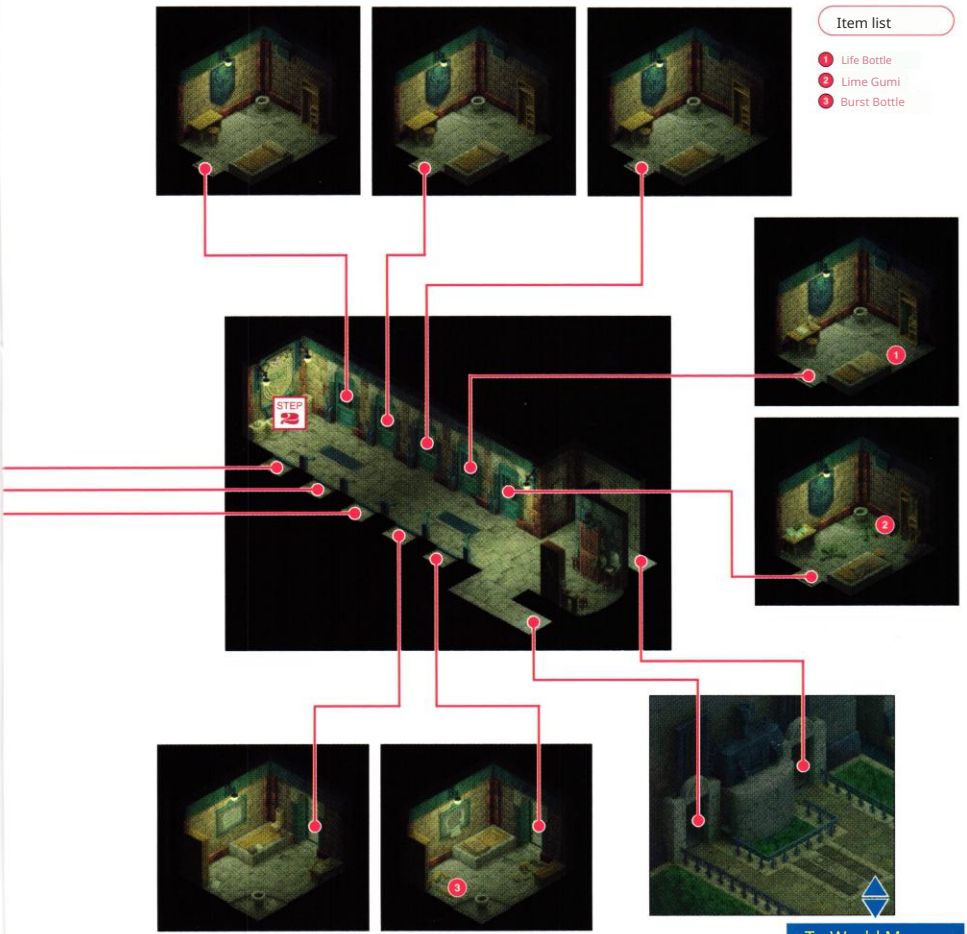
Igor

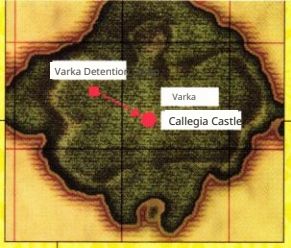
A man living in Rajilda. T he reason for his detenti on is unknown, but he does not seem to be

Mauro

A man living in Belsaus. He has a grand dream of finding the pirate treasure.

Overview





Kalegia Castle (2)

STORY With the help of the Jet Black Key, the group that escaped the detention center infiltrates Karegya Castle again via the underground passage behind Jibelle's house. They must stop the ritual and this time rescue Claire! They must rescue her!

ACCESS

The Valca detention center is just west of Valca. If you leave the detention center and walk about 23 steps east, you'll reach Valca. To enter Karegya Castle again, infiltrate through the underground passage from Jibelle's house.

Callegea Castle II

Preparation

Purchase recovery items to MAX

At Karegya Castle, the four-star Sale, Toma, and the holy king Georgias appear in consecutive boss battles. All three have high HP and prolonged fights are inevitable, so the rule of thumb is to buy the maximum of 15 recovery items.

Spent too much during the sale & Toma battle. Even if it's a hassle, you should buy it at least once. You should go back.

Be aware Special Attention

Enemy: The spear soldier chants

The soldiers guarding the castle all wear armor and look like front-line types, but the spear-wielding enemies use artes. Their single attacks aren't very powerful, but since they attack from range you should prioritize defeating them.

Initial artes like "Flare Shot" should be targeted first because use, although they are initial artes, they can strike a chain of attacks

Enemy data

Enemy Data

See page P.392

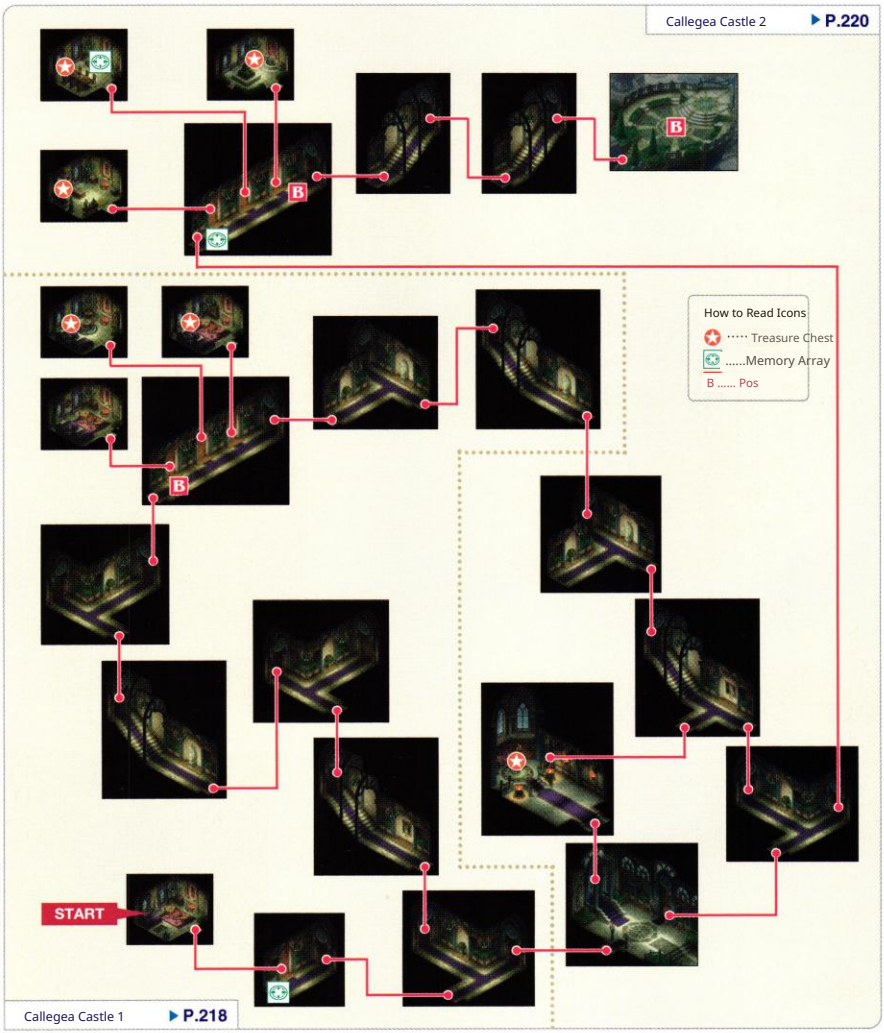
Enemy Name	HP	Weakness Steel Body	Half reduction	Guard	Items	Characteristics
Spear Soldier	4343	–	–	–	–	Chicken Heal Pearl	Uses guidance magic Attacks if on the same line
Spear Knight	5710	–	–	–	–	Pork Piyo Pearl	Uses guidance magic Has a latent effect that raises its own RG
Sword Soldier	4455	–	–	–	–	Holy Bottle Feat Pearl	Uses projectiles Attacks if on the same line
Sword Knight	5851	–	–	–	–	Lime Gumi Charge Pearl	Uses projectiles Has a latent effect that raises its own RG
Blade Soldier	4924	–	–	–	–	Dark Bottle Shield Pearl	Uses projectiles Attacks if on the same line
Blade Knight	6467	–	–	–	–	Peach Gummy Ucchari Gummy	Uses projectiles Has a latent effect that raises its own RG
Lance Soldier	4801	–	–	–	–	Holy Bottle Protect Pearl	Uses arts Attacks if on the same line
Lance Knight	6310	–	–	–	–	Rice Break Pearl	Attack comes out quickly Potential effect of increasing one's own RG
BB Sale	34500	Land	–	Wind, Dark	–	Gale Powder Grape Gummy	Moves quickly Uses wind-attribute sorcery
B Toma	51000 Water | Earth Fire Darkness			–	–	Life Bottle Refining Stone	Has long-range steel-body attacks High HP and attack power
B Georgias	100000	–	–	–	–	Hourglass Nature Topaz	Attack range is very wide Always stays on the center line

Navigate

Panoramic view of Kalegia Castle

Callegea Castle Complete View

Traps: Soldiers stop moving right after battle There are no traps inside the castle, but the patrolling soldiers are quite numerous, and being spotted will trigger combat. However, for a brief moment immediately after a battle, the other soldiers stop moving, so if you move during this window you can reduce the number of encounters to some extent.



Calegia Castle (2) 1

Flow Chart

STEP 1 From the back of Jiberre's house to the castle

At the entrance to the underground pas sage, a choice will appear allowing you t o skip the underground passage and ent er the castle. When returning, use the switch next to the bed to make the stairs appear.

STEP 2 Go via the third floor once

The door to the hall is closed, so pro ceed up-left at the fork and climb up to the third floor once.

STEP 3 Run when a soldier shows his back

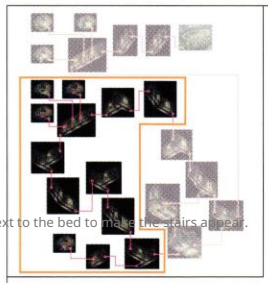
If a soldier spots you, he will pursue you, and contact will trigger a battle . You can slip past a pursuing soldie r, but their reactions become sluggi sh when their back is turned, so onc e they turn away, make a dash and r un through.

If you hit a soldier with the Ice Fole, you can stop their movement for a short period of time.

BOSS 1 Guard

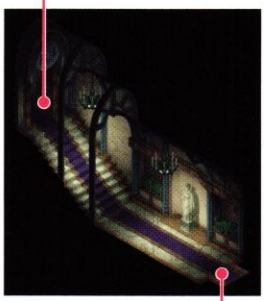
On the third-floor corridor, you encounter guards trying to force a woman away. A ba ttle occurs to rescue the woman, but the e nemies that appear are the same as those encountered when contacting soldiers, so y ou should not have particular difficulty. Aft er the battle, cooperate with Nuts, whom y ou rescued at the detention center, to sear ch three rooms and free the women. It the n becomes clear that Claire was taken to the ritual site.

See p.220

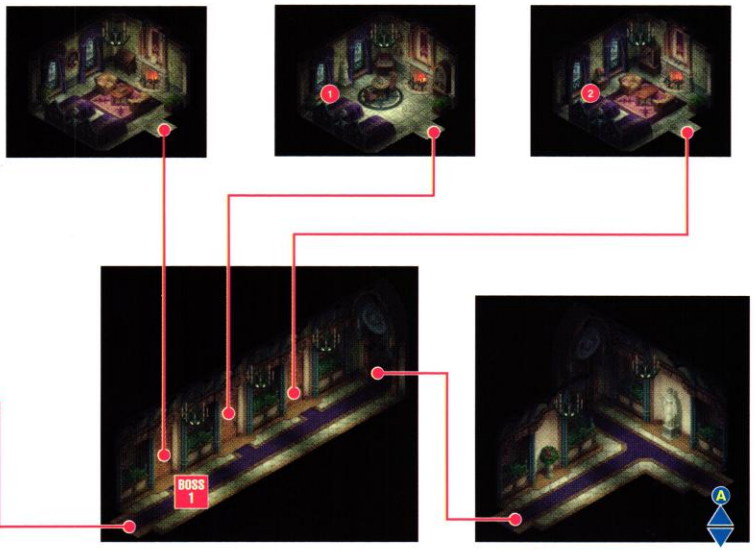


Overview of Karegia Castle (2)

Callegea Castle
Complete View



Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



To Karegia Castle 2A (p.220)

To Karegia Castle 26 (p.221) ※

To Valka underground passage (p.211)

Item list

1 Obsidian
2 Gungnir

*After opening the door from the hall side, it becomes passable.

Calegia Castle (2) 2

Flow Chart

BOSS 2 Sare & Toma

The first target should be Sare, who uses artes. He often takes on a steel form and has high HP. Leave Toma for later. When only Toma remains, be careful to fight against his instant-death move "Real Smash". While your front line avoids Toma's attacks by shifting lanes, it's safest to damage him using artes.

BOSS 3 Georgias

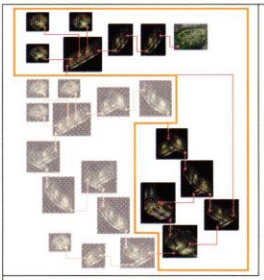
Georgias can be either airborne or come down to a lower position. When he comes down, he often attacks the central line, so switch to a defense-focused strategy. Also, when his HP drops below about 50,000, he uses a powerful light-elemental all-target attack, "Severati Overload", so once the enemy's HP falls under 50,000, brace your defenses until he uses the all-target attack. After the all-target attack his assaults become even fiercer, but if Georgias comes down, maintain the defense-first tactic, and when he returns to the air, go all-out in your offense.

Control Annie and use manual "R Elixir" to revive quickly — a reliable style.

4 After the Georgias battle, proceed to the conversation event.

At last, Veigue has rescued Claire. They returned to Sools and should have been able to spend peaceful days... but.

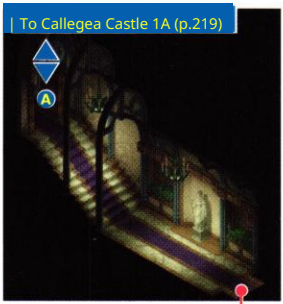
To Sools ▶P.224

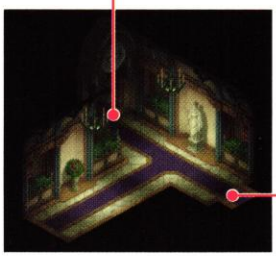


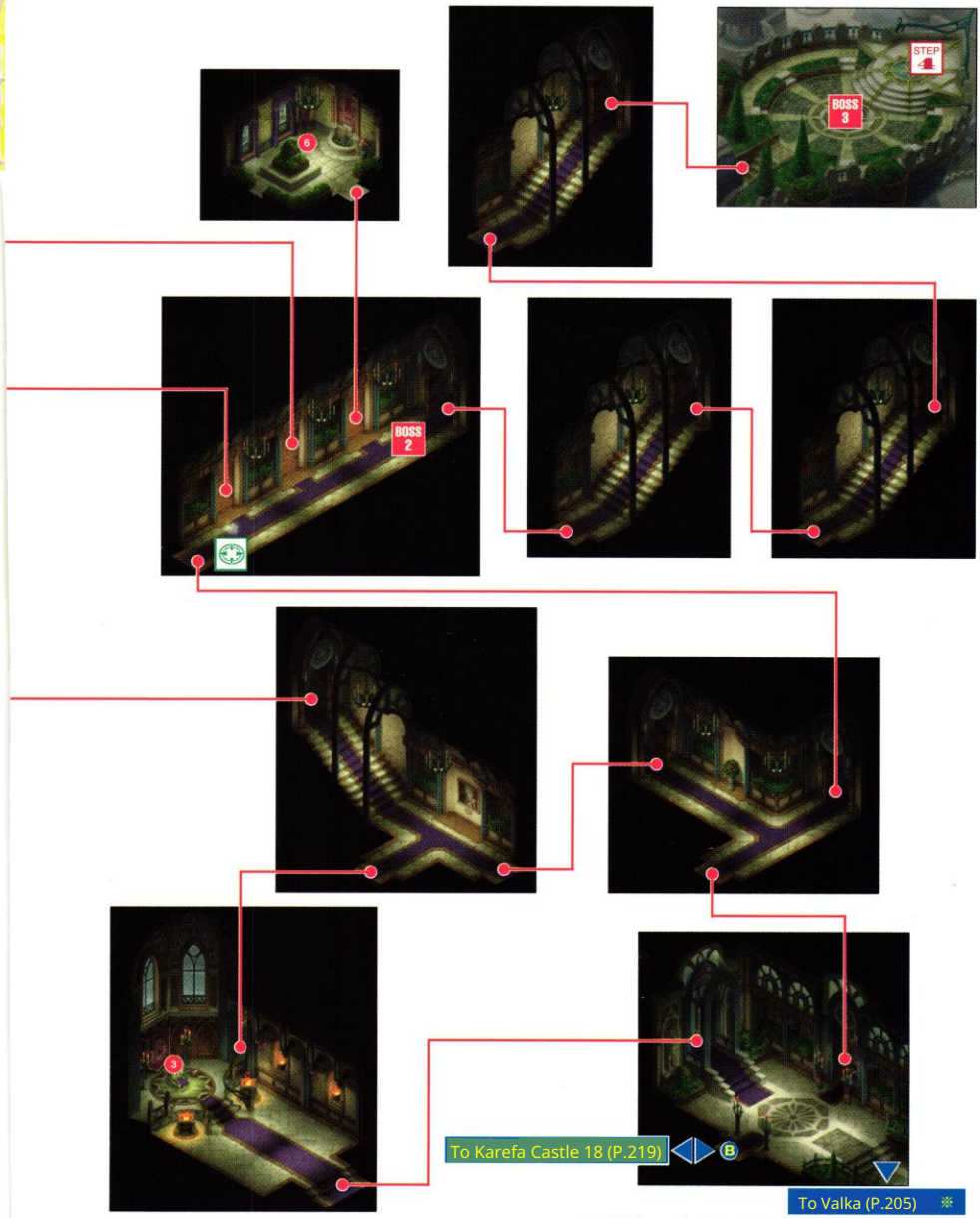
Overview of Karegia Castle (2)
Callegea Castle
Complete View

Item list

3. Apple Gummy
4. Kuwanjaru
5. Life Bottle
6. Peach Gummy







※Once you leave, you cannot return. You must re-enter again from the underground passage.

Part 2

異変
Catastrophe

~The Malicious Thoughts Left by the Holy Beast King~

The one who kidnapped Claire and the other Huma
women was Queen Agathe of the Karefa Kingdom

The awakening of Foles and the mass outbreak of Viruses

Agate attempted to revive the sacred beast king Georgias, who had been sealed in ancient ti
mes, in order to save the kingdom that had been brought to the brink of disaster by the
late King Ladrus's Foles. However, the resurrected sacred beast king proclaimed the annihilation of Humans.

Veigue, Mao, and Eugene

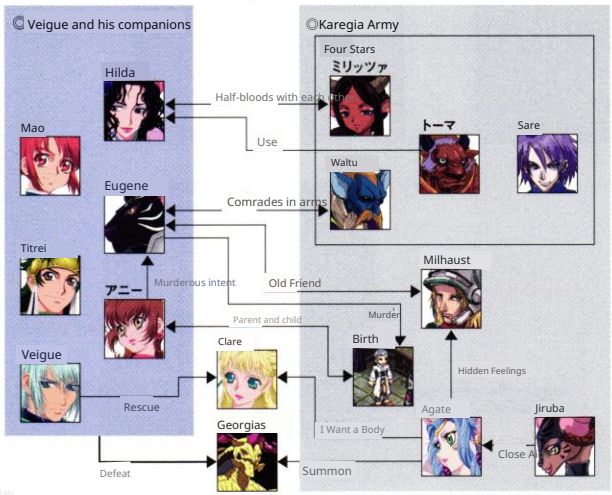
And together with Annie, Tytree, and Hilda, who joined them along the journey,
they defeat the sacred beast king Georgias and recover Clare.

But

The evil thought emitted by the sacred beast king as it was dying
began to cause abnormalities in Gajuma across the world.

Character Relationship Chart

Person correlation diagram



While pursuing the King's Shield who kidnapped Claire, Annie, Titray, and Hilda join, making Veigue's group six people. Each has a different reason for traveling, but over the journey a bond gradually forms among the six, and they cooperate to rescue Claire. However, Queen Agathe also needs Claire. She plans to use the young Huma woman as a vessel to resurrect the sacred beast king Georgias and calm the kingdom's unrest. That was the ostensible reason. The true motive was nothing other than to obtain a Huma body and convey her feelings to Mihaust. But Georgias declares that the extermination of the Humas is the only means to bring peace to the world. Did someone who knew that intention from the start manipulate Agathe...?

World Map & Flowchart

World map & Flow chart

PHASE 26	Sools ~ Petnajanka	P.224
PHASE 27	Mesechina Cave ~ Lazilda Port	P.226
PHASE 28	Razilda	P.228
PHASE 29	Mesetchina Cave	P.232
PHASE 30	Razilda	P.234
PHASE 31	E-Phone Sanctuary	P.236
PHASE 32	Pipista	P.242
PHASE 33	Sanctuary Brazier	P.246
PHASE 34	Fenia's Sanctuary	P.248
PHASE 35	Pipista~Pokunan Great Bridge	P.254
PHASE 36	Kyogen	P.256
PHASE 37	Cottage near Kyogen ~ Kyogen	P.260
PHASE 38	Norzen	P.262

PHASE 39	Tower of Neleg	P.266
PHASE 40	Norzen	P.272
PHASE 41	Wontiga Temple	P.274
PHASE 42	Belsas Port	P.280
PHASE 43	Belsas	P.282
PHASE 44	Azure Temple	P.286
Free Action	Riding Shaorun	P.290
PHASE 45	Mokurado Village	P.294
PHASE 46	Shrine of Gyrion	P.298
PHASE 47	Norzen ~ Sanii Town	P.304

To Part 3

Sools ~ Petnajanka

ACCESS

When you meet up with Claire at the cabin along Keket Street, return to Sools once to watch Steve and Monica's event. After that, it's recommended to take the carriage to Betonjancha.

STORY Veigue finally succeeds in rescuing Claire, and the comrades each set out on their respective journeys home. The unconscious Claire is carried by Eugene and returned to her hometown of Sools.

Sulz~Petnadjanka

Flow Chart

Souls

EVENT Claire awakens

Claire, rescued from Georgius's resurrection ritual, is still in a dazed state. Veigue goes to fetch water for her, but Steve arrives there and asks him to come to the assembly hall.

STEP In front of the assembly hall — Witness Poplar's transformation

At the assembly hall, Poplar and other Gajuma and Humans are arguing. Annie's arrival calms the situation, but according to her, Eugene — another Gajuma like Poplar — is acting strangely as well.

Cottage Along the Kekket Highway

EVENT Run into Claire

Veigue hears from Annie about Eugene's sudden change while resting at a cabin along Keket Street. There, they run into Claire, who was heading toward Varka, and Annie persuades Claire to join them.

See p.225

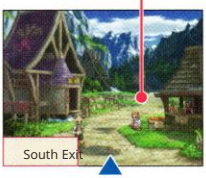
CHECK!

After reuniting with Claire, return to Sools

After meeting up with Claire, return to Sools and talk to Steve the weaponsmith. Doing so will trigger the second stage of the sub-event "Monica and Steve (see p.355)". It would be good to complete it while you still remember.

Souls

To World Map



To World Map

※ For shop data, see p.135.

Person

Poplar

Good at making peach p
ie. Cheerful by nature, bu
t suddenly develops a dislike of Humans.

Steve

Owner of the weapons shop in
A person who watches ov
er a tear-streaked Monica with concern.

Monica

Claire's friend. Claire is t
roubled by the fact that
she became a substitute for her.

Cottage Along the Kekket Highway

To World Map

※ See p.139 for shop data.

Petonajanka

Flow Chart

Cottage Along the Kekket Highway

STEP 2 Cottage Leave the cottage

Petonajanka

STEP 3 In front of the factory Reunion with Titorey

If you tell Titorey in front of the factory about Eugene's strange condition, he will immediately join your party. From here, the fastest way to reach Mesetchina Cave where Eugene is is to take a carriage from Petnajanka to Minarl or Sanii Town and catch the regular ship bound for Valca Port, but you can also go down the Toyohous River to obtain the title "S. Rafting Man".

To Mesetchina Cave P.226

CHECK!

Stop by Minarl on the way

On the way to Betonajanka, stop by Minarl and receive items based on the number of Battle Book completions (see P.355). Also, if you speak to the tavern owner (a man in a cook's outfit), you can obtain the recipe for "Hamburg."

Mesechina Cave ~ Lazilda Port

STORY After reuniting with Annie in Soolz, Veigue is told about the strange occ urrences happening around the world. Determined to save Eugene, Vei gue decides to set out on his journey once again.

ACCESS

If you take a carriage from Betojanka and go to Mina al or Sanii Town, then take the regular ship bound for Balka Port, the Mesetina Cave is very close. Regular ships also run to Rajilda Port f rom Balka Port.

Mesechina Cavern ~ Razilda Harbor

Flow Chart

Mesetchina Cave

STEP 1 Ask Mao about the circumstances

STEP 2 Meet Eugene at the inner-most part

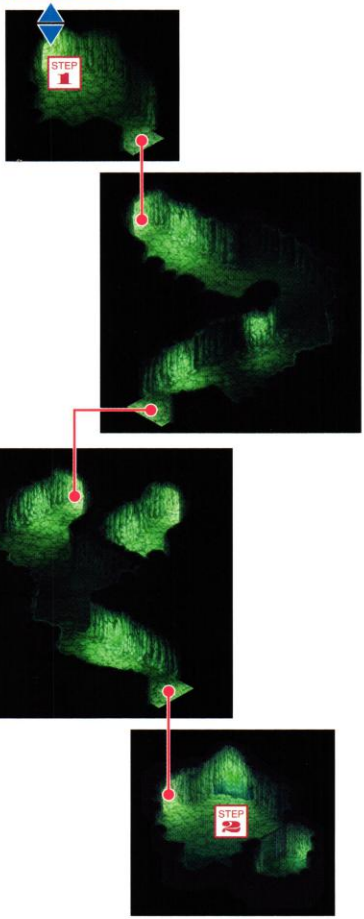
When they visit Eugene in the innermo st area they find Eugene locked in a ce ll, who suddenly begins rampaging an d begging to be killed. Veigue and the others are at a loss at how he has cha nged so drastically, but Annie tells the m a rumor that Razilda has a medicine to calm the mind, so they decide to he ad to the eastern continent.

To reach Rajilda on the Eastern Continent, take t he regular ferry that departs from Valca Port.

To P.227

Mesetchina Cave

To World Map



Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Eugene

After the battle with Georgias, his hatred toward Humans grows day by day. Fearing he might run amok, he locks himself in the Mesetina Cave prison.

Mao

Eugene has been nursing him constantly since Eugene's condition became strange. Although Eugene holds intense hatred for Humans, somehow Mao seems unaffected.

Razilda Port

To World Map

Flow Chart

Razilda Port

STEP 3

Leave Rajilda Port

In Rajilda, the port and the town are separate. After leaving Rajilda Port, head northeast into the inland area. That way, the town of Rajilda you are aiming for will come into view.

To Rajilda ▶P.228

CHECK!

Give ingredients to get armor!

When you arrive at Rajiruda Harbor, there is a boy lamenting that he dropped his money and cannot buy ingredients for seafood curry. If you give him one of "Rice," "Pork," "Potato," or "Carrot," and one of "Octopus," "Tuna," "Sea bream," "Salmon," "Shrimp," or "Squid," he will give you, as thanks, a piece of equipment for Eugene called "Safiro."

Have him equip this armor. Be sure to rescue Eugene.

23 ~Town of the Dry Wind~

Razilda

STORY Eugene, consumed by hatred for the Hume, rages in anger. To save Eugene as quickly as possible, there exists a secret medicine that calms the mind

Rushed to the rumored eastern continent of Rajilda.

ACCESS

Rajilda is located inland on the eastern continent. Leaving Rajilda Port and proceeding about thirty steps to the northeast will bring you to the town

Razilda

Town **Town Information**

The conflict between races is intense.

The climate is mild, and colorful flowers bloom profusely around the town. Chickens are kept free-roaming within the town, giving it a peaceful appearance at first glance. However, in reality, the human leader Iga and the Gajuma chief Fogma each oversee the town's various races, and a tense atmosphere hangs between them. Originally, there was a competitive spirit between the humans and Gajuma in this town, but it seems to have intensified since Georgias fell.

Take care **Special Attention**

Watch out for enemy mushrooms and leeches.

The enemies to be wary of here are Pandfang and Suchi. Pandfang repeatedly uses Arch Shade and Fearful Storm from the rear, so it should be taken down first. Since it is weak to light, recruiting Hilda in Rajilda will make things somewhat easier, but it still remains a formidable foe. Suchi appear in large numbers, and if you get caught between them they will quickly deplete your HP. Use low attacks to hold them in place while taking them out together with artes.

The inn in this town offers lodging at a very cheap rate. Moreover, "Meatloaf" You can obtain the recipe.

Before entering Rajiruda, Hilda is present. It is safer to avoid combat. Since it is not available, use a "Holy Bottle".

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Enemy Data

Enemy Data

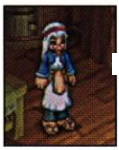
See page P.39

Enemy Name	HP	Weakness	Armor	Halved	Guard	Items	Characteristics
Sūchī	2279 Fire		—	Water	—	Squid Brau Orchid	Short stature, hard to hit Appears in swarms
Pandofang	4175 Light		—	Palace	—	Potato Egg	When allied RG is above a certain level, defends Casts Arch Shade, etc.
Velk Frog	3615	—	—	—	—	Cheese Burst Bottle	When allied RG is below a certain level, defends Spits venom three times
Bogranar	5775	—	—	—	—	Cheese Burst Bottle	When allied RG is above a certain level, defen Spits venom three times
Levimark	3073 Wind		—	Land	—	Milk Panacea Bottle — slow to start attack	Moves line after attacking
Roneil	5227	—	—	—	—	Octopus Dark Bottle	Defends when ally RG falls below a certain value Charge into

Character **Person**

Hilda

Having come to Razilda to追求information about the Holy Beast King in order to obtain a pure human body, he reunites there with Veigue and the others who happened to be present.



Eega

The chief of the Human tribe who is in fierce conflict with the town's Gajuma. He knows the recipe for the calming

Igor

Eega's son. Previously, as a token of gratitude for being rescued from the Valka detention camp by Veigue and the others, he arranges the Requiem Pill for

Shop Data

! Weapon Shop
Weapon Shop — Oak Tree

Item Name	Equipper	Price
Halstatt	Veigue	1775
Greatsword	Veigue	2260
Morgenstern	Mao	2100
Silverton Fur	Mao	2710
Chovusuri	Eugene	2420
Halberd	Eugene	3160
Horn Rod	Annie	2260
Lyric Scepter	Annie	2935
Brandish	Titrei	1615
Steel Arms	Titrei	3390
Star Card	Hilda	1935
Lyrick Card	Hilda	2485

Armor Shop
Armor Shop — Oak Tree

Item Names	Equipped wearer	Price
Steel Armor	Veigue	1615
Silver Armor	Veigue	2070
Gold Jacket	Mao	1345
Misty Jacket	Mao	2825
Steel Mail	Eugene	1880
Silver Mail	Eugene	2445
Gold Cloak	Annie	2015
Misty Cloak	Annie	2635
Steel Plate	Titrei	1750
Silver Plate	Titrei	2260
Gold Robe	Hilda	1480
Misty Robe	Hilda	1880

Item Shop
Item Shop — Easteria Flower

Item Name	Category	Price
Peach Gummy	Items	500
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Decorations Shop ※
Ornament Shop — Oak Tree

Item Name	Category	Price
Protect Onyx	Gem	1661
Mind Onyx	Gem	1727
Life Onyx	Gem	1881
Medical Onyx	Gem	1925
Mental Onyx	Gem	1870
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Light List	Talisman	2000
Earthlist	Talisman	2500

Food Ingredients Shop
Food Shop — Traveling Companions

Item Name	Price
Egg	28
Onion	28
Cheese	60
Pasta	100
Butter	64
Beef	96
Milk	64

Inn
Inn — Traveling Companions — Fee: 100

※ The decoration shop will become unavailable from Phase 35, Step 6 onward.

Razilda

Flow Chart

Razilda

EVENT Conversation between Mao and Eugene

Just around the time Veigue and the ot hers entered Rajilda, Claire escaped fr om the Mesetchina Cave.

STEP 1 Go to Ega's house in the Human District

Veigue and the others ask Ega to sh are the calming potion "Repose Tabl et." However, once he finds out it is f or Gajuma, he refuses.

STEP 2 Entrance | Reunion with Hilda at the in n Chasing after the suddenly running Zapii, you go to the inn and reunite w ith Hilda. After hearing from Hilda tha t the Verde herb, the ingredient for th e Repose Tablet, grows on Azura Coa st, head to the coast.

Azura Coast

STEP 3 Coast Meet Igor

When you leave the town you will automa tically move to the Azura Coast and there reunite with Igor, whom you rescued fro m the camp. He says that if you wait at the inn he will arrange the Requiem Stone for you.

Razilda

STEP 4 Entrance Receive the Requiem Pill at the inn

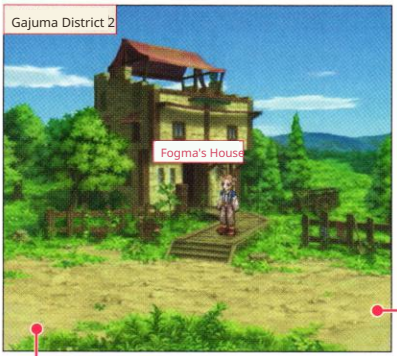
To Rajirda Port ▶P.232

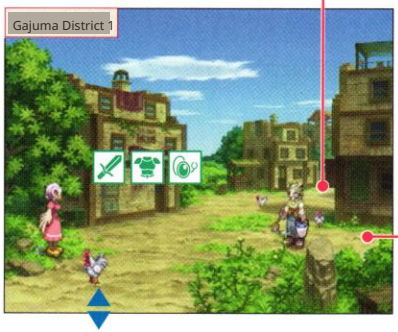
CHECK!

The Man Who Loves Gummi

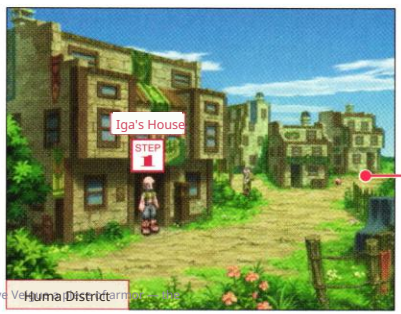
Behind the tool shop is Gajuma, who bought up all the gummi and was banned from entering the shop. I f you give him the five kinds "Apple Gummi," "Peach G ummi," "Grape Gummi," "Ucchari Gummi," and "Lime Gummi," he will give Ve... "Shtarlo." Of these, Grape Gummi can be purchased i n the next town, Pipista, and Ucchari Gummi can be obtained at the Efon Temple. Once you have all five, return to Rajirda.

Razilda





To World Map

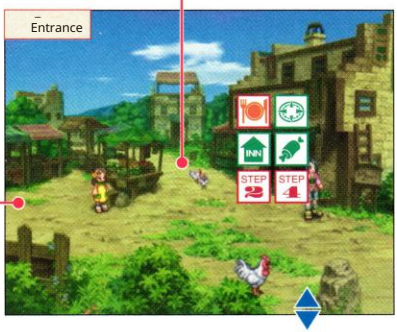


Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Material

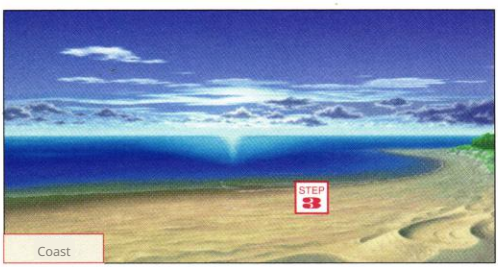
Meatloaf P.438

Location: Obtained by staying at an inn

Effect: Restores 40% HP



Azura Coast



PHASE 29

Town | Dungeon

Mesetchina Cave

ACCESS

Leave Razilda and go southwest to arrive at Razilda Port. From here take the scheduled ship to Balka Port. Head north along the road extending from Balka Port and you will see the town of Balka; to its northeast lies Mesecina Cave.

STORY Veigue and his party search in Razilda for a secret elixir to calm the heart. Though initially rejected, thanks to the intervention of Igor, Eega's son, they obtain the Requiem Pill and once again visit Eugene. nina

Mesech Cavern

Flow Chart

EVENT Claire is turned away at the gate

While Mao watches over Eugene, Claire slips out through the Mesectina Cave for some reason and attempts to enter Kuregia Castle. However, she is driven off by the gatekeeper and Milhaust.

STEP 1 Entrance Mao joins the party

STEP 2 The innermost part Go to the innermost part

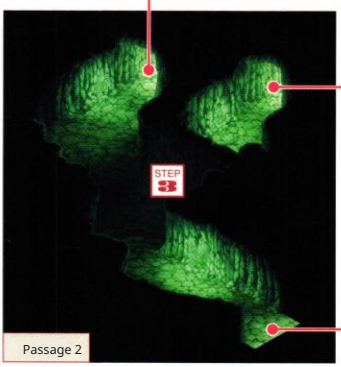
BOSS Eugene (Berserk)

Because his attack power is high and he rarely flinches, fighting him in a brawl is unfavorable. Therefore, form a formation that pushes Veigue to the front, set the rear guard to "Support the rear" or "Prioritize arts/skills," and have them use only arts/skills. While drawing Eugene's attention, have Mao and Hilda in the back use Foles to deal damage — this is the best tactic. Veigue and Titreï should close the distance while guarding; dedicate the shield roles to prevent Eugene from reaching the rear, and only pursue when an arts/skill hits and Eugene is knocked back.

See p.233

To World Map

Entrance

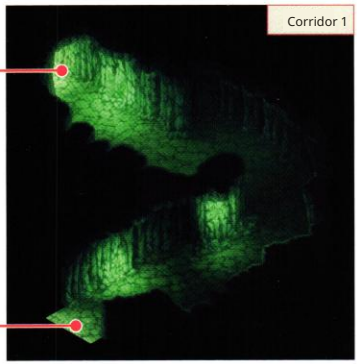


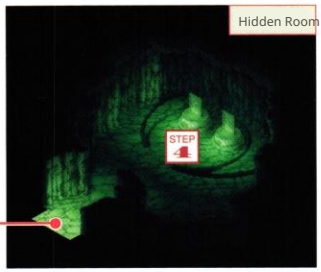
Passage 2

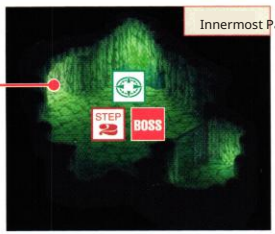
Enemy Data

Enemy Data See page P.394

Enemy Name	HP	Weakness	Steel Body	Half reduction	Guard	Items	Characteristics
B Eugene (Berserk)	7723	–	–	–	Land	–	Hardly flinches High attack power







Flow Chart

EVENT Eugene re-joins

When given the "Requiem Tablet," E ugene regains his composure and re joins the party. Veigue and the other s, suspecting that Georgias might be the cause of the disturbance, decid e to investigate this cave, which has ties to Georgias.

STEP 3 Hallway 2 Examine the wall

Examining this wall reveals a space beyond it. Eugene should use his ste el Fole to break the wall.

STEP 4 Hidden Room Examine the stele

In the hidden room at the back of t he cave, there was a stele describin g the Holy Beast King and events of the past. Thoroughly investigating it, they find a mark strikingly simila r to the crest seen in Rajilda (see p hoto). Using this clue, the group set s out for Rajilda once more.

Investigating this part of the stele prompts Hil da to say she saw a similar crest in Rajilda.

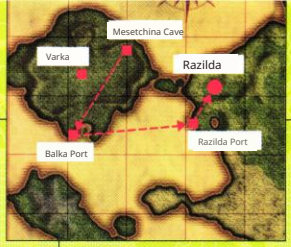
To Rajilda ▶P.234

PHASE

Town | Dungeon

30 ~Town of Dry Wind~

Razilda



ACCESS

Heading south from Mesetchina Cave, you pass through Balca and arrive at Balca Port. From there, take the regular ship bound for Rajilda Port; after leaving Rajilda Port and heading northeast, you will see Rajilda.

STORY Veigue and the others, joined by Eugene who has regained his sanity, discover an emblem depicted on a monument in the Mesetina Cave. They then head back to Rajilda, where the same emblem is said to exist.

Ra abandoned exists, it says

Flow Chart

STEP 1 Entrance Find the emblem at the inn

The inn where Hilda used to stay is in Rajilda. Relying on that memory, they head to the inn and, in the second-floor corridor, discover a banner similar to the emblem they saw in the Mesetina Cave.

According to the innkeeper, the previous flag was apparently burned during the riot.
Let's search around the town.

STEP 2 Alley: Talk with the old woman at a private house

The flag was not found, but from the old woman you hear an old tale that "the crest signifies the power of darkness, and the power of darkness was sunk into some spring." Go ask the two elders about the power of darkness.

STEP 3 Receive the flag at Iga's house in the Huma district *

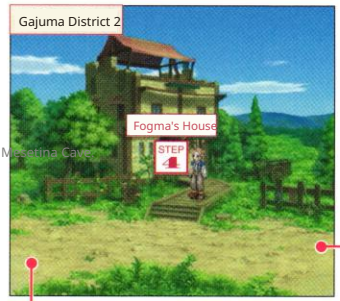
After talking with Eega, take the "Human's Flag" hanging in the room.

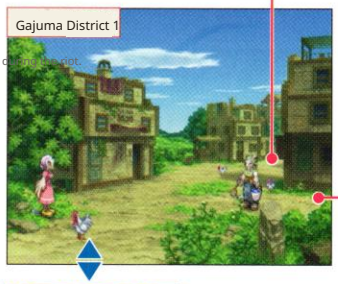
STEP 4 Receive the flag at Fogma's house in Gajuma Area 2 ※

Talk to Fogma, and the one in the room
Receive the "Gajuma" banner as a gift.

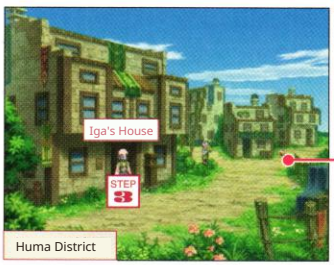
To P.235

※Order may vary





To World Map



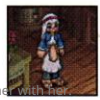
Person

Maya

The girl who was taken along when Claire was a bducted to Karegya Castle; she was captured together with her.

Flower Shop Girl

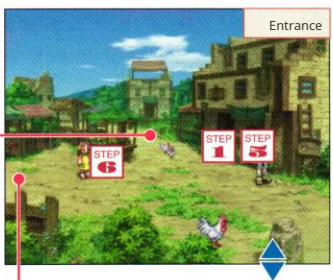
A girl who sells flowers of the four seasons. It se ems she picks flowers from a secret place.



Eega

The chief of the Huma who opposes Gajuma. An ambitious person who wishes to have their de sires granted by the power of darkness. Fogma

The chief of Gajuma who opposes the Huma. War ns Eugene to stay away from the power of darkness.



※ See shop data on p.229.

Flow Chart

STEP 5 Entrance | Organize the conversation at the inn

At the inn, you will organize the storie s you heard from the two chiefs. On t he text input screen, answer with "ha ta" or "monshō". Doing so will reveal the secret of the map that conceals th e power of darkness and the key. Firs t, go search for the flower indicated o n the map that Titre recently saw.

STEP 6 Entrance: Look at the flowers for sale

The flower field Titoray saw was actually t he flowers for sale at a florist. To find out where they were picked, you go to look fo r the girl who was minding the shop.

You are asked, "Don't you feel something od d about the lined-up flowers?" The correct answer is "the season

STEP 7 Ask about the spring's location at a house in the alley

The girl had gone to deliver flowers to a pr ivate house. She tells you that the flowers for sale are picked at the spring in the Zeren Marsh.

To the E-Phone Sanctuary, p.236

Return to previous

31 ~Spring of the Zeren Marsh~

Yifon Temple

ACCESS

Leave Razilda and head east; after passi ng through the winding forest you reac h a marsh. From there, go south-southe ast and you will see the Zelen Swamp su rrounded by trees. It is about 100 steps f rom Razilda.

STORY Having deciphered the legend of Razilda and caught a clue to the power of darkness, the party travels to the spring where the flowers of the four seasons bloom. When they lifted the seal, a mysterious voice spoke to them.

She opened it of Ephon

Preparation

Prepare a Light Wrist for the front line

All appearing enemies, including bosses, are weak to Lig ht attribute. Be sure to equip the front-line talismans with t he "Light Wrist," especially since Tytree will be forced into b attle during the boss fight. If you think your attack power is sufficient, you may instead equip the talisman "Panic Check ," which halves Dark attribute damage. Also, the boss Epho n has very high attack power and can sometimes incapacita te you in one hit. Make sure your equipment, healing items, and food ingredients are well prepared before departing.

Special Attention

Enemies are full of nuisances

In this Ephon sanctuary, many of the enemies are t ricky: gas-type Senrumars that easily disrupt combos , Quotsolves that mainly use Dark attribute Spirit Art s, and Gloom Reptiles that switch between projectile s and charges. However, all enemies are weak to Lig ht, so equipping "Light Wrist" and having two front-lin e members should keep battles from dragging on. Al so, if learned, Hilda's "Shining Ray" is extremely effec tive—use it actively.

Equip "Panic Check" and...
Can suppress damage.
When used, it reduces the damage received from Epheres.

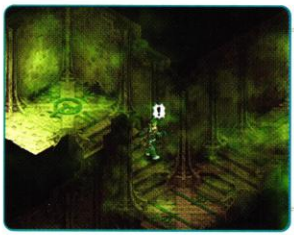
The gas-type remains difficult to fight as always
Aim to defeat it with arrte
chniques. Enemy do not force close-range combat

Enemy Data

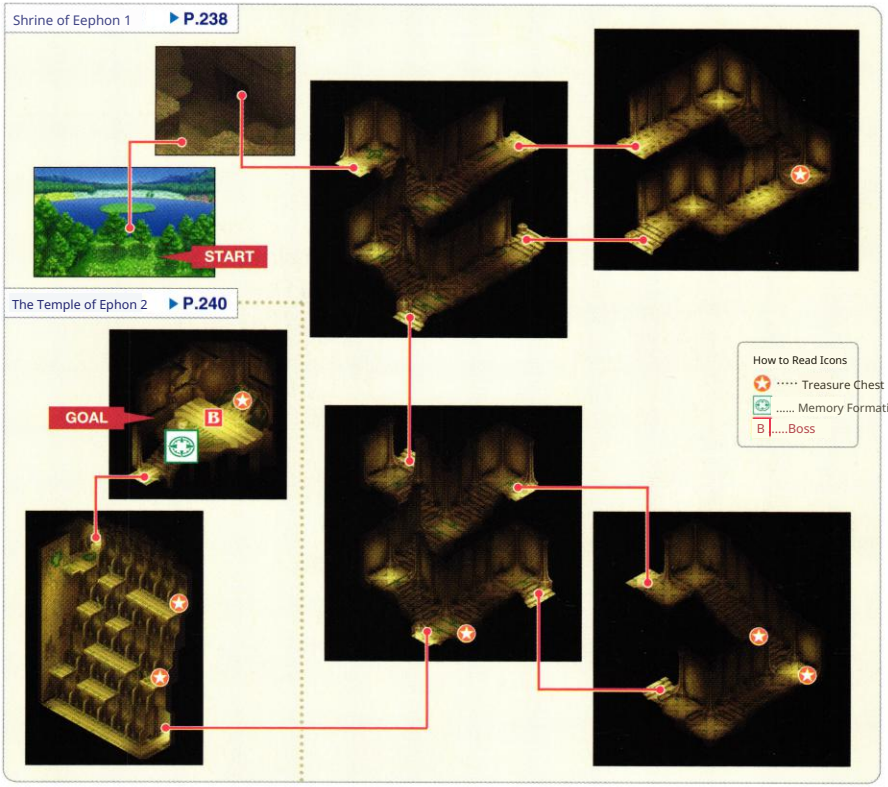
See page P.394

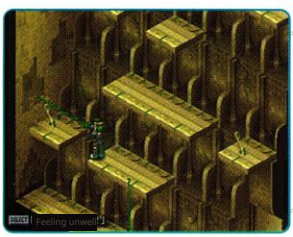
	Enemy Name	HP	Weakness	Guard Body	Half reduction	Guard	Items	Characteristics
	QuartzWolbe (Quortzolv)	3883	Light Water Read			—	Onion Resist Pearl	Attacks from the air with feathers Casts Arch Shade
	Gloom Reptile	6730	Light Ground Interval			—	Beef Peach Gummy	Attacks have a panic effect Charge attack is powerful
	Senrumar	2870	Light		En	—	Dark Bottle Holy Bottle	Emits smoke over a wide area Potential effect: lowers attack power
	Tri-Event	4611	Light		Dark	—	Banashia Bottle Panic Check	Short in height Attacks have a panic effect
	Hauborn	5094	Light		Between	—	Milk Dark Powder	Moves quickly Breathes fire when RG is high
	B E-Phone	79000	Light			闇	Weapon Refiner Dark Powder	Sword has a wide attack range Hind-leg attacks are powerful

Navigate Shrine of Eephon Complete View



Point: Avoiding the mist is fairly difficult Normal encounters here, as with the Mountain Cave, occur when you come into contact with the mist. However, the detection is stricter than before, and the narrow corridors make it hard to proceed while avoiding the mist. Be prepared for a number of consecutive battles to some extent.





Trap: Create vines to proceed deeper To reach the deepest part of the shrine, there is a room where you must use Titrei's Fole to create vines and climb up. However, mist does not appear in this room, so even if you need to repeat trial and error, you won't have to worry about depleting your resources through combat.

Yifon Temple 1

Shrine of Eephon

Flow Chart

STEP 1 Recite the poem at the spring

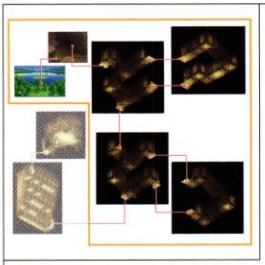
First, recite the poem to open the entrance to the shrine. The correct sequence is "Hope, Courage, Truth, Love," but if you get it wrong you can enjoy various different conversations. It might be good to listen to those first and then recite the correct answer.

STEP 2 Illusions shown by the sacred beast appear

In this dungeon, as you get closer to the goal, Titrei will be shown various illusions. They are quite far from reality, and some of the illusions are rather harsh...

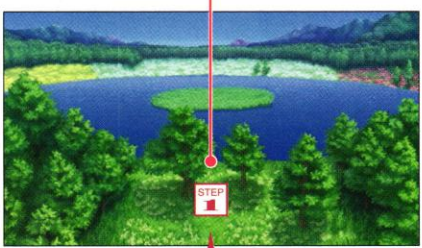
From now on, during the trials of the sacred beast, one of the members will always be made to see illusions.

See p.240



Overview of the Shrine of Eephon

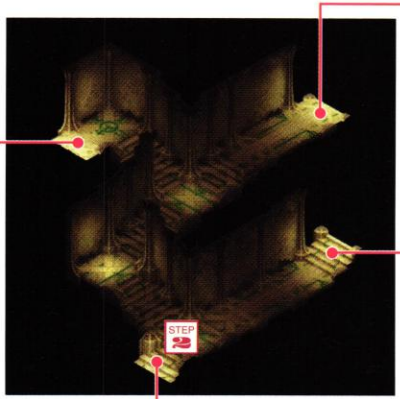
Shrine of Eephon
Complete View

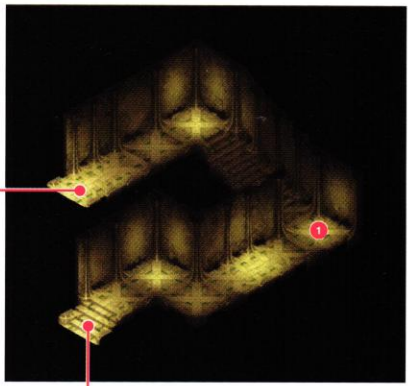


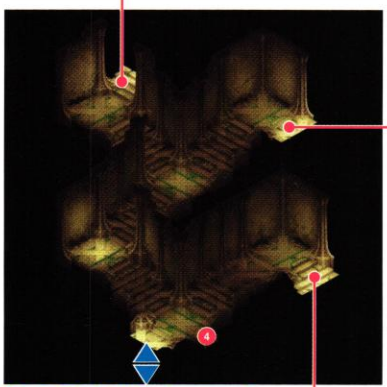
CHECK!

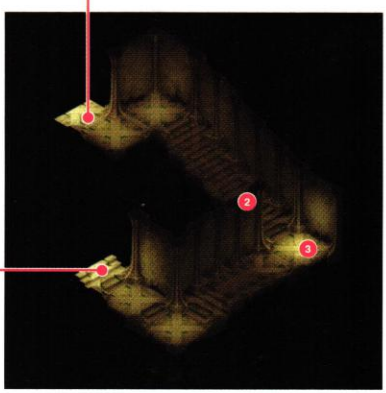
From the second time onward, the part where you recite the poem in front of the spring, which begins from the temple entrance, only occurs the first time you enter. From the second time onward, you will start from in front of the temple entrance. Therefore, if your recovery items run out partway through, don't hesitate—go outside.

Chapter 1 Intro
Chapter 2 Battle
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials









Item list

1. Lime Gumi
2. Apple Gummy
3. All Divide
4. Psyche Cross

To Iphon's Temple ② (p.240)

Iphon's Temple ②

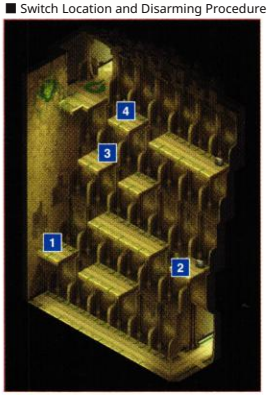
Flow Chart

STEP 3 Create vines and go upward

Here, using Titrei's Fole you create vines to climb steps and topple switches, which op ens the path upward. Please refer to the d iagram below for the deactivation procedure.

When you go up to the front of the next room, vines connecting the lowest floor and the top floor will appear, making movement easier.

■ Switch Location and Disarming Procedure



Knock down switch 1 from the floor to its right

Knock down switch 2 from the floor to t

Knock down switch 3 from the floor to its right, Fall down by one step

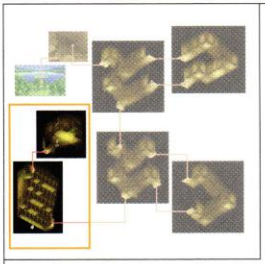
From near switch 2 up to the topmost level Climb

Flip switch 4 and fall down two levels

From near switch 2, descend once to the lower level

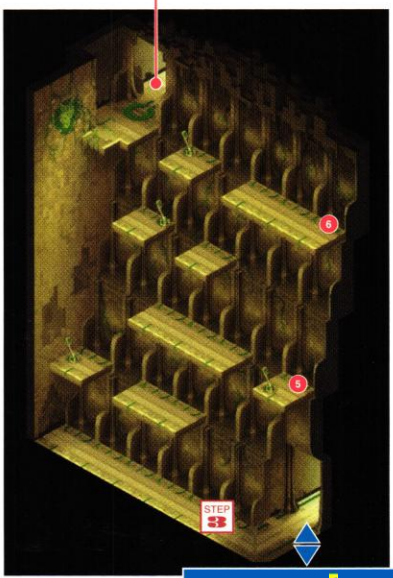
From near switch 11, climb back up to the t opmost level

See P.241



Shrine of Eephon Complete View

Shrine of Eephon
Complete View



To the Ifon Sanctuary (P.239)

Item list

5. Uccharigumi
6. Shingāta
7. Piroxeme (from Phase 32 onwards)

Flow Chart

BOSS イーフォン

Ephon is a formidable enemy whose direc t attack power is extremely high. Further more, its latent ability that occasionally tri ggers multiplies damage by 3, and in that case it can defeat you in a single blow. Its main attacks are slashes with a huge swo rd and darkness-elemental spells like "Blo ody Cross," but the greatest damage com es from a horse-kick delivered by its hind legs. It is common for a front-line charact er who attacks from behind to be kicked, e nding up near death or even instantly kill ed. Therefore, be careful with your positioning so you don't b

It is recommended that the vanguard act as a sh ield while Hilda performs long-range attacks using light-attribute Fole n

STEP 4 Talk to Ifon

When you defeat Ifon, as promised Titrel w ill be granted power and will be able to lea rn the secret art "Azure Devastating Lotus Fl ash." In addition, Ifon will give you a hint a bout the next sacred beast, so head out to search for the sacred beast right away. Als o, upon leaving Ifon will give you the valua ble item "Dark Emerald."

To Pipista ▶P.242

CHECK!

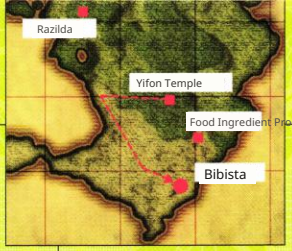
A gift from the sacred beast?

After clearing Ifon's sanctuary, if you exit and then r eturn to examine the innermost altar, you can obtai n the item shown on the map: Eugene's armor "Biro xheme." In subsequent sacred beast sanctuaries as well, if you examine the innermost area after clearin g them, you can obtain valuable items, so remembe r this.

PHASE
32 ~The Cliff Village~

Town | Dungeon

Pipista



ACCESS

Proceeding west from Ephon's shrine l eads to a slightly elevated arid area. Fr om there, go southeast, pass by the clu sters of sacred braziers, and Bibista will come into view. The distance from Eph on's shrine is about 100 paces.

STORY After undergoing the trial of the sacred beast Ephon and obtaining the power of darkness, Titreigh came to Pipista to dispel the thoughts — of hatred with the sacred beast's power. From there, he came to the land where the next sacred beast sleeps, Pipista.

Pipista

Town

Town Information

A village inhabited only by Gajuma

A small village in the arid region carved into the cliff f ace. Despite the harsh natural environment, it seems fr esh ingredients are brought in from afar. The grocer dis plays items such as "Eggs" laid by free-range chickens, a s well as "Onions," "Tomatoes," and "Carrots," and the p eople mainly eat naan as their staple. All residents of Pi pista are Gajuma, and like the Gajuma of Rajirda, they di slike Humans, so when speaking with them you must sw itch to Eugene or they won't pay attention.

Be aware

Special Attention

Enemies: Water and Wind are effective

The enemies around Pipista have concentrated w eaknesses: Scorv, Nate Scorp, and Heath Insect are weak to wind, while Ligrith and Rock Scorpion are weak to water. Therefore, Eugene's "Gale Spear" an d Hilda's "Splasher" are effective. You should also e quip a frontline member with either "Gale Wrist" or "Aqua Wrist," but considering that Scorv uses earth ordo magic and Nate Scorp and Rock Scorpion inflic t a slow effect, "Delay Check" is also a good option.

Pipista Souvenirs
Talismans made from bird fe
athers to ward off evil, ite
ms shaped like this beak, and, as expect
"Store Manager's Recommended Mini — Tot
Bird-related things are everywhere
This village is one of feat
ures. You can see things. This too.

Enemy Data

Enemy Data
See page P.295

	Enemy Name	HP	Weakness	Bronze Body	Half-reduction	Defense	Items	Characteristics
	Score-b	6372 Wind		—	Land	—	Tomato Apple	If ally RG is at or below a c ertain level, cast defensiv e Stone Break, etc. Defend
	Neito Skorp	5037 Wind		—	Land	Fire	Pasta Liqueur bottle	before specific attacks Att acks inflict slow effect Lon g reach and quick attacks
	Baloo	7528	—	—	—	—	Burst Bottle Muscle Onyx	Defend after specific attacks
	Heath Insect	4618	Wind	—	Land	—	Peach Gummy Grune Liquid	Defend after a specific attack Attacks from Above with Its Horn
	Rigridt	3777	Water	—	Earth	Fire	Carrot Milk	Defend after a specific attack Cast Flare Shot
	Rock Scorpion	2781 Water		—	Earth	Fire	Rice Peach Gummy	Defend after a specific attack Attacks inflict a slowing effect

Persdn

Huck

Sneak into the sanctuary at the back of the chie f's house and set it on fire to resurrect the holy bird.

Doval

The chief who rules Pipista. Capture Hack, who defiled the sanctuary.

Dislikes Humans.

Institution

Sanctuary

The altar at the back of Chief Doval's house whe re the holy bird is enshri ned. An old man living i n the village knows the s ecret of this sanctuary.

Shop Data

! Weapon Shop

Weapon Shop

Sharp Beak

Item Name	Equipped wearer	Price
Greatsword	Veigue	2260
Gradius	Veigue	4745
Silverton Fur	Mao	2710
Jaguna	Mao	3480
Halberd	Eugene	3160
Scorpion	Eugene	4110
Lyric Scepter	Annie	2935
Holy Staff	Annie	3795
Steel Arms	Titrei	3390
Vagnau	Titrei	4425
Lyrick Card	Hilda	2485
Holy Card	Hilda	3160

Armor Shop

Armor Shop

Sharp Beak

Item Name	Equipper	Price
Silver Armor	Veigue	2070
Star Armor	Veigue	2635
Misty Jacket	Mao	2825
Crystal Jacket	Mao	3690
Silver Mail	Eugene	2445
Star Mail	Eugene	3160
Misty Cloak	Annie	2635
Crystal Cloak	Annie	3425
Silver Plate	Titrei	2260
Star Plate	Titrei	2900
Misty Robe	Hilda	1880
Crystal Robe	Hilda	3955

Decoration Shop

Ornament Shop

Wind Feather

Item Name	Category	Price
Feat Onyx	Gem	1705
Muscle Onyx	Gem	1683
Resist Onyx	Gem	1716
Heal Onyx	Gem	1815
Forse Onyx	Gem	1837
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Gale List	Talisman	1500
Aqua List	Talisman	1500

Item Shop

Item Shop

Wind Feather

Item Name	Category	Price
Peach Gummy	Items	500
Grape Me	Items	2000
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Food Ingredients Shop

Food Shop

Egg Egg

Item Name	Price	Item Name	Price
Egg	28	Pasta	100
Onion	28	Beef	96
Tomato	20	Milk	64
Carrot	24		

Inn

Inn

Yadorigi Inn	Fee
	100

Special Deals Information

Buy "Gale List" and "Aquar List"

For enemies that appear around Pipista, the Aquar List a nd Gale List, which can exploit their weaknesses, are reco mmended. If you have room, you'll also want "Delay Check, " which can reduce earth-element damage. Also, at the Phe nia Temple you'll visit later, many enemies use fire attacks, so it's a good idea to buy "Poison Check" as well.

Pipista

Flow Chart

STEP 1 Plaza — Talk to the Bound Huck When you go to the village plaza, you'll find Huck captured and tied up by Gajuma. First, talk to Huck and ask him how he ended up here.

STEP 2 Square — Talk with Doval at the chieftain's house

STEP 3 Entrance House 1 — Talk with Huck

When you speak to the chieftain, he says that to free Huck you need proof of his innocence — that he "did not intend to defile the altar." Meet Huck again and get him to explain why he was arrested.

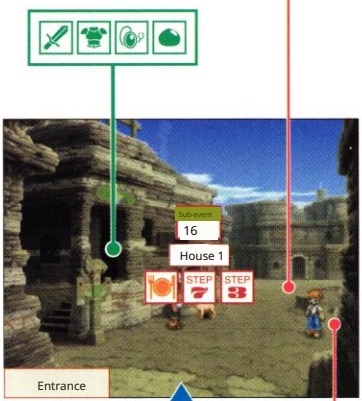
STEP 4 Square 2 — Hear about the sacred bird at House 2 From the old man at House 2 you learn that the sacred bird's restoration requires the "red, burning Orb of Life." Search the village to find this "Orb of Life."

STEP 5 Square — Chat with the grocer

If you ask the grocer about the "Orb of Life," he will let you check ingredients that would make a suitable offering. If you then inspect the shelves, after the conversation between Titre and the grocer you will obtain the "Aka-thorn Cactus."

First, talk with the food vendor and make small talk. This exchange leads to the discussion about the "Life Jewel" (命の珠).

See p.245



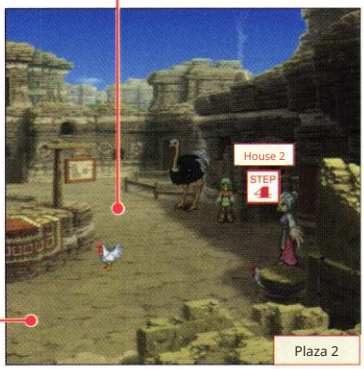
To World Map

Meat sauce P.438

Location: In House 1, speak to the woman to receive

Effect: Restores 45% HP / RG+4

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



Sub-event: Thick Curtain ▶P.363

16

Period: Phase 55~

Objective: Look at something behind the curtain

Flow Chart

STEP 6 — Square: Roast the cactus at the chief's house

Once you obtain the "Red-Spined Cactus", speak with Chief Dobal and choose "Revive the Sacred Bird". Doing so will cause the red-flamed "Red-Spined Cactus" ashes to reveal the image of the sacred bird on the altar wall. This will prove Hack's innocence.

STEP 7 — Entrance | Free Hack in House 1

STEP 8 — At the square: examine the altar in the chief's house. The sacred bird that appears on the wall matches the geoglyph in the Turubena Wastes to the west of Pipista. Additionally, ancient Karegia script appears on the wall reading "To the strong of heart, grant strong wings." For a more detailed investigation, leave the village and head to the Turubena Wastes.

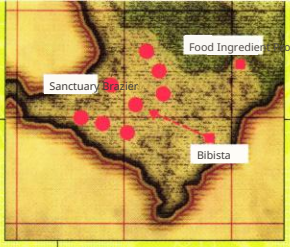
To the sacred brazier ▶P.246

CHECK!

What if you offer an ostrich egg?

The genuine "Orb of Life" is the "Red-Spined Cactus", but there is also a counterfeit "Orb of Life." The "ostrich egg" that can be obtained from the ostrich near House 2 is that fake item. It is not required to clear the game, but if you aim to complete the collector's compendium, be sure to take it.

Isn't it gone?
I wonder if (he/she/they) are (still) living (at)?
You too
—together with
When the eggs burned, Veigue and the others...
Almost gets caught by Dobaru.



Sanctuary Brazier

STORY Having di scovered that the key to the revival of the sacred beast is depicted on th e altar's mural, the party, in order to obtain more detailed information, headed west of Pipista.

Went to investigate the geoglyph in the Garu Tsurubena Wasteland.

Heading to investigate the geoglyphs of the Tsurubena region of Fata

ACCESS

In the Turubena Wastes stretching west of Pipista there are eight sacred brazier s. The brazier closest to Pipista is locate d on the tail section of the ground painti ng about thirty steps from Pipista.

Town

Town Information

Obstacles occur only in field battles

The pyres are located at the head, wings, body, and t ail of a large ground drawing shaped like a bird, with a total of eight sites. The interior maps are very small, an d inside each pyre there is only a stand for lighting the flame. There are no battles inside the pyres, but each p yre is spaced far apart, so trying to visit all of them is h ard work. You only need to visit the pyres relevant to cl earing the area—namely "Pyre 2," "Pyre 5," and "Pyre 6 ." Otherwise, travel time across the field will be long an d unnecessary battles will increase.

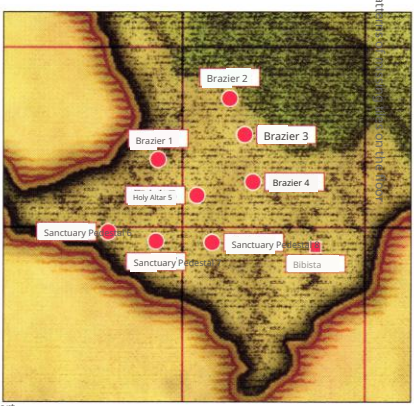
They all look the same, but actually The conditions are slig htly different. Each sanctuary pedestal has different patt

Flow Chart

STEP 1 Sanctuary Braziers Light the braziers on the wings and torso The hint for reviving the sacred beast was written on the altar: "Ha ve strong wings for a strong heart." Light the braziers corresponding to the left and right wings and the torso — braziers 2, 5, and 6.

When you light them, a massive tower rises up from the desert. This is the place where the next sacred beast sleeps.

Layout of the Sanctuary Braziers



To Pheania's Temple P.248

Sub-event: Weapon Enhancement Is My New Obsession P.363

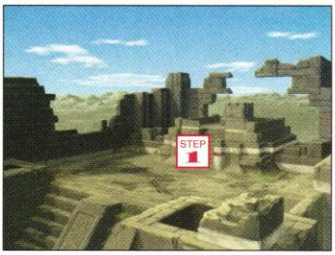
15

Period: Phase 35~

Contents: Exchange alchemy-stone items for armor

Brazier 1

Brazier 2



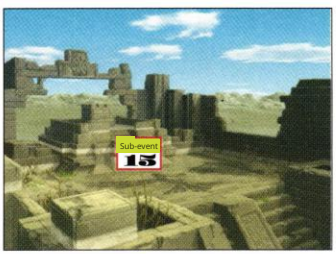
Brazier 3

Brazier 4

Holy Altar 5

Sanctuary Pedestal 6

Sanctuary Pedestal 7



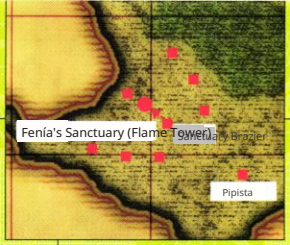
Sanctuary Pedestal 8

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

PHASE
34 ~Flame Tower~

Town | Dungeon

Fenia's Sanctuary



STORY Lighting the sacred brazier to revive the sacred beast, the party entered the tower that appeared. Mao, told by the sacred beast Fenía that his wisdom would be tested, felt hesitant but also somehow nostalgic... he even felt a bit homesick.

ACCESS

The Flame Tower (Fenía's Sanctuary) appears between the head and torso braziers. First light the braziers on the left and right wings, and finally light the torso brazier; doing so allows entry to the Flame Tower via the shortest route.

Shrine of Fenia

Preparation

Adjust your attack attributes Unlike the Ephon Sanctuary, this sanctuary has no boss battles, so it's fine to continue fighting with your usual party. However, only enemies strong against fire appear here, so Mao—the trial's key character, who specializes in fire path artes—is not very effective. If you bring him into combat, equip non-fire artes such as "Gustynail" or "Archi Shade."

Special Attention

Enemies' ranged attacks are a threat

The powerful enemy is Mortarbe, which shoots three feathers with ranged attacks. If you fight on the same line as Mortarbe, you'll be attacked from afar and have difficulty countering, so move between lines while closing in. Also, if a Rubinas Mater that uses powerful path artes like "Flame Wall" appears, strike it down early. Having Hilda participate in battle and defeat it with "Splasher" or "Aqua Stream" is a good approach.

It's good to equip the "List". For front-line characters other than gu. "Aqua The effective attribute here is water. Ve

Feathers dispersing upward are handled by jumping and moving in to deal with them. If you still can't avoid them, guard or

Enemy Data

See reference page P.395

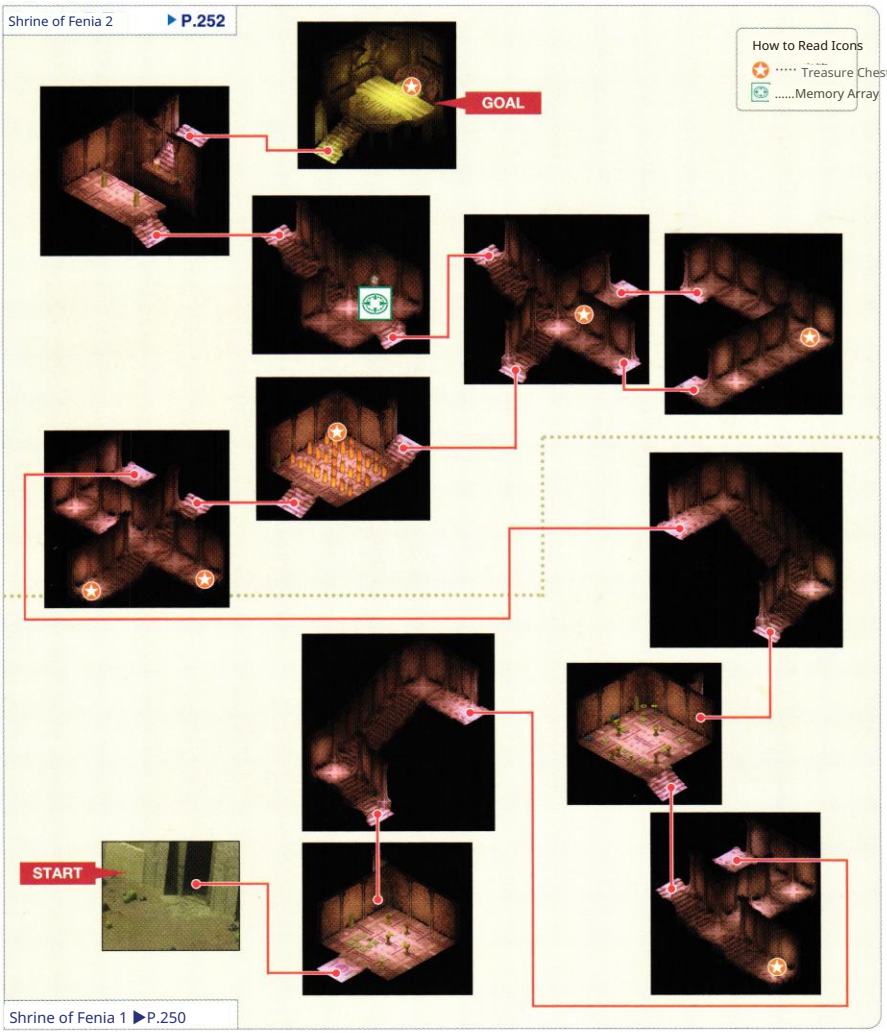
Enemy Name	HP	Weakness	Bronze Body	Half reduction	Guard	Items	Characteristics
Manipdoll	4655	Water	—	Fire	—	Dark Bottle Flare Powder	Potential effect: spell defense down Attacks while grouped with allies
Mortar-b	6986	Water Wind Fire			—	Force Pearl Life Bottle	Feather attack that pierces Has additional effect of fire/poison
Radie Cabell (Radī Kyaberu)	8064	Water	—	Fire	—	Lettuce Shield Onyx	Multi-hit charging attack Easily triggers Rush Burst
Rubinas Mater (Rubinasu Materu)	9160	Water	—	Fire	—	Tomato Uses Resist Onyx —	Moves by teleporting fire-attribute spellcraft

Navigate

Shrine of Fenia Complete View

Shrine of Fenia
Complete View

Traps: Disable the fire mechanisms and proceed The mechanisms in this tower are mainly of two types. One shoots fireballs toward the target location. The other re quires pressing switches to extinguish flames. For the fo rmer especially, you need to calculate the directions of r eflection. Tackle it as you would solve a puzzle.



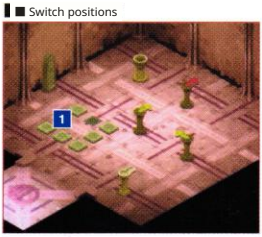
Shrine of Fenia[1]

Flow Chart

STEP 1

Move the arrows with the switch to ignite In the first room, press switc h 1 first, which will make the red ar row point toward the candelabrum . Then fire the flame Fole toward t he ignition point located below to disable the mechanism.

■ Switch positions

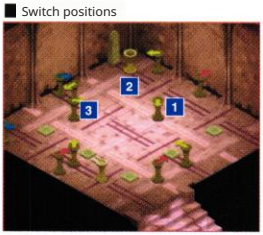


STEP 2

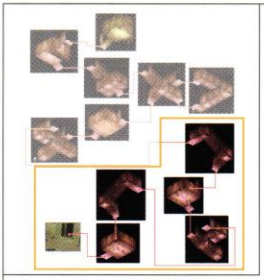
Toggle the switches in order

In the next puzzle room, ignite with th e switches shown in the figure below already pressed. When the flame pass es through the first blue arrow, press 2; when it passes through the second blue arrow, press 3 to change the dire ction of the red arrow. The flame spee ds up partway through, so press the s witches quickly and accurately.

■ Switch positions



See P.252

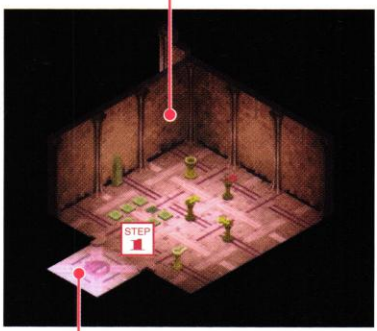


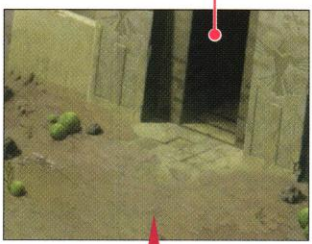
Shrine of Fenia Complete View

Shrine of Fenia
Complete View

Item list

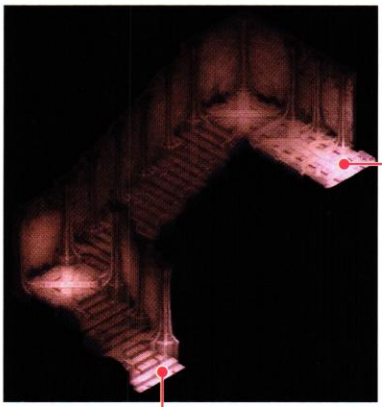
1 Bravas

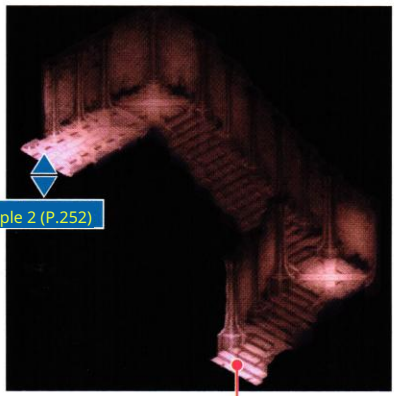




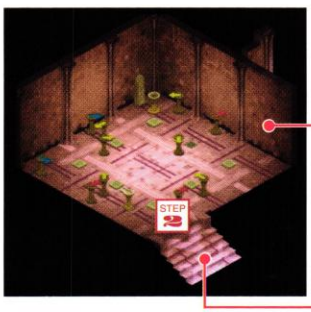
START

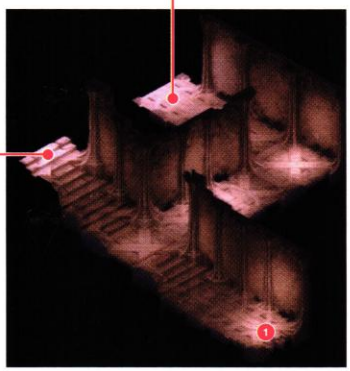
Chapter 1 Knowledge
Chapter 2
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials





To Fhenia Temple 2 (P.252)



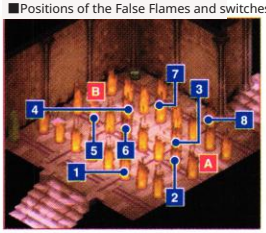


Flow Chart

STEP 3 Press the initial red switch

In the third puzzle room, extinguish the "False Flames (weak flames)" with the Fire Foles and proceed. The order to apply the Fire Foles to the flames and the switch operations are as follows. First, extinguish flames 1 and 2, then step on switch A. After the flame arrangement changes, extinguish flames 3 and 4, then step on switch B. Then extinguish flames 5–8; after proceeding, you will come out in front of the stairs. By the way, to obtain the "Lavender" treasure chest, from a state of full HP achieved by examining the monument or similar, extinguish all four flames surrounding the chest.

■Positions of the False Flames and switches



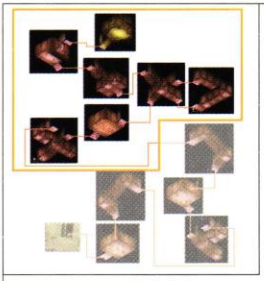
STEP 4 Aim at the right side of the pedestal and rapidly fire flames

The final puzzle requires luring the enemy so it collides with the pedestal on the opposite bank using Flame Foles. If you aim a little to the right of the pedestal and rapidly fire, the enemy will rush in and the light bridge will appear immediately.

STEP 5 Receiving the power of fire from Fenia

Veigue and the others finally reach the sacred beast Fenia. Mao is acknowledged and granted the power of fire. Because of this, he can learn the secret art "Blazing Hearts." Furthermore, the title "Memory "The Lost Boy" is lost, and in its place he obtains "The Created One" and "Child of Flame."

To Pipista ▶P.254

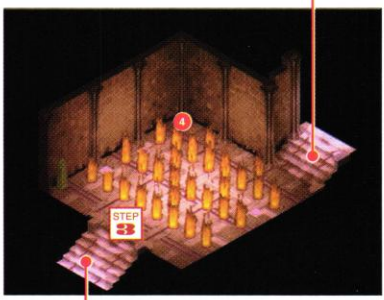


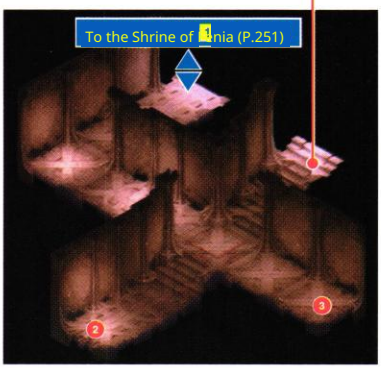
Overview of the Shrine of Fenia

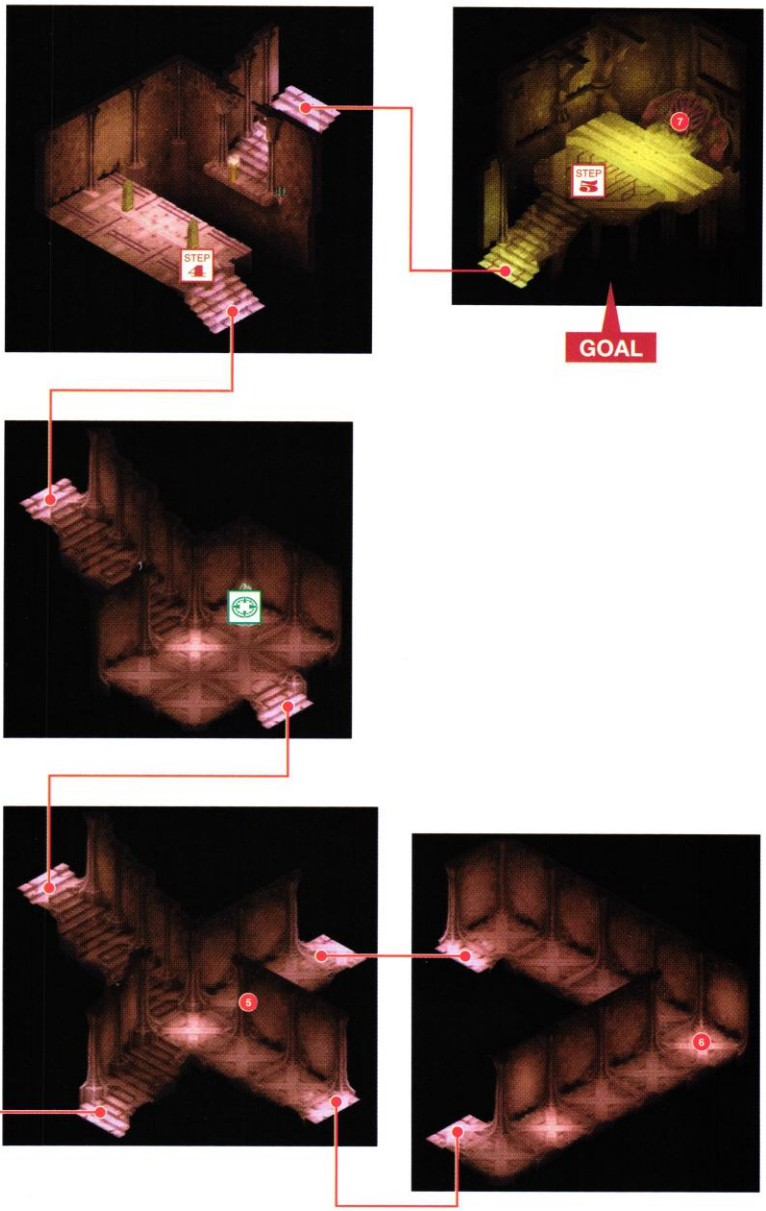
Shrine of Fenia
Complete View

Item list

2 Life Bottle
3 Poison Check
4 Lavender
5 Apple Gummy
6 Kyuraba
7 Feroistel (after Phase 35)

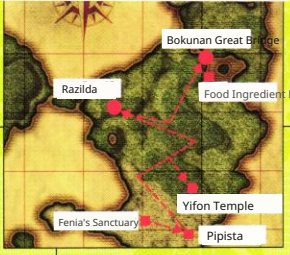





STEP
4
STEP
5
7
GOAL
6
6

PHASE 35

Town | Dungeon



Pipista~Pokunan Great Bridge

STORY Having obtained the power of the fire sacred beast Fenia, the party pursues Hack's whereabouts. However, in the process they become caught up in a major conflict between Humans and Gajuma in Rajilda.

ACCESS

The Bokunan Great Bridge is located about 120 steps northeast of Rajilda. Once you reach the Zeren Marsh, head north—opposite the direction of the Ephon Shrine.

Pipista~Great Pokunan Bridge

Flow Chart

Pipista

STEP 1 Plaza 1 Ask the chief about Hack's whereabouts After asking Fenia about the location of the next sacred beast, they intended to ask Hack for details, but he had returned to Rajilda.

EVENT Agate is rescued

The scene switches to Agate awakening on the shore. Weakened, Agate is rescued by Igor, who happens to pass by.

Razilda

EVENT Witness Hack fleeing

Veigue and the others spot Hack as soon as they enter the town, but he seems to be chased by someone and escapes somewhere. Search for Hack and question people about him.

STEP 2 Ask Gajuma about Huck's whereabouts in the alley

STEP 3 Ask Fogma in Gajuma District 2 about Huck's whereabouts

EVENT Eega's Scheme

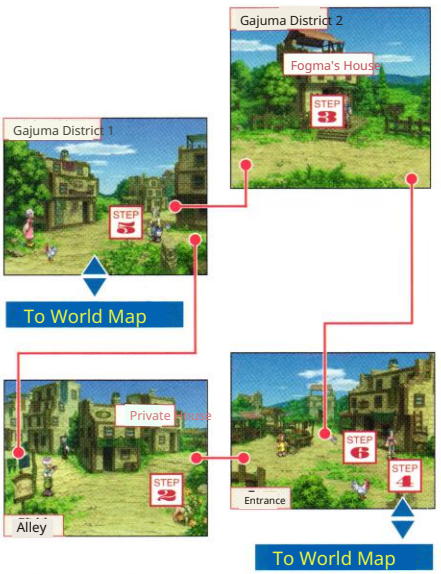
The rescued Agate wakes up in Igor's house bed. Just then, Eega returns home, takes the hidden Huck with her, and goes off somewhere.

See P.255

Pipista

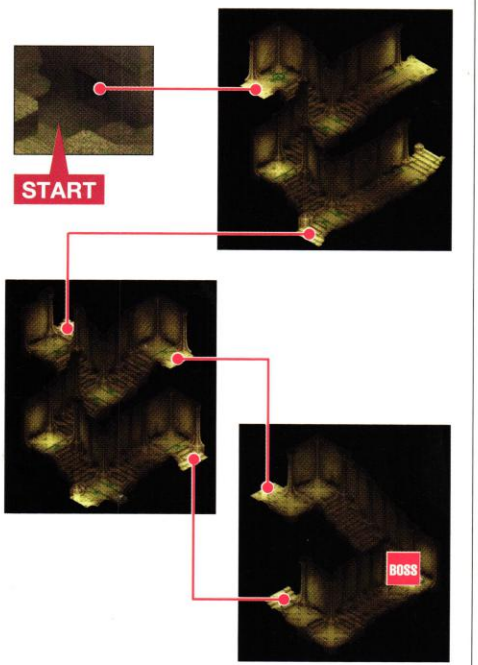
※ See shop data on P.243.

Razilda

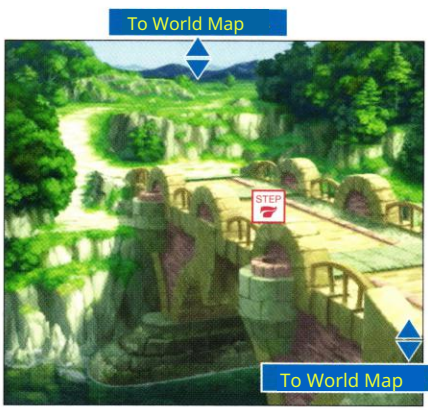


※ See shop data on p.229.

Yifon Temple



Pokunan Great Bridge



Flow Chart

STEP 4 入口 Ask Igor about Huck's whereabouts

Yifon Temple

BOSS Byrus

Huck, who went to the Ifon Temple together with Eega, is being attacked by Byllus. These are the same enemies that appeared here before (see p.236), so exploiting their weakness to the Light attribute makes them an easy win. After rescuing Huck, return to Rajilda briefly to tend to his wounds.

Razilda

STEP 5 Gajuma District 1: Going to Stop the Conflict

When Eega went to obtain the power of darkness, the conflict between Gajuma and Huma intensified. At that point, the Karegia army led by Milhaust appeared and suppressed the riot

STEP 6 Entrance Ask Haku for information at the inn

After the riot has settled, go to meet Huck on the second floor of the inn. Then ask him about the next sacred beast's location, the "Tower Rising Above the Sea of Clouds."

When exiting the inn, Sale appears. Seriously affects people's
When you crush it, it spits out a parting remark and leaves.

Bokunan Great Bridge

STEP 7 Obtain a pass from the soldier

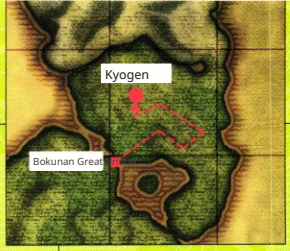
Gajuma, who was guarding the bridge, is a soldier who was previously trained by Eugene. If you obtain a "pass" from him, you can thereafter cross the bridge unconditionally.

Kyo'en ▶P.256

PHASE
36 ~Fuga Palace~

Town | Dungeon

Kyogen



STORY The conflict in Rajilda was suppressed by the Karegian army. The party received information from Hack about a "phantom 'garden'"—thought to be the "tower rising above the sea of clouds"—and headed toward Kyo'en.

ACCESS

Kyo'en lies just north of Bokunan Great Bridge, but you cannot reach it by going straight. First head east through the ravine, then proceed northwest and climb a small hill from there. It's roughly a distance of about 60 steps.

Kyogen

Town

Town Information

A town where autumn leaves and bundles of cash swirl

A town located in the mid-latitudes of the Eastern Continent, renowned for its beautiful autumn foliage and famous as a tourist destination. The residents are all wealthy. Perhaps because they have abundant leisure of mind, there is no visible conflict between Gajuma and Humans as seen in other towns. The town is dominated by a man named Wang Gin, rumored to be the richest person in the world. At the auctions held at Wang Gin's mansion, rare and famous items from around the world are exhibited, generating enormous profits. However, it is also true that some residents resent Wang Gin for behaving arrogantly for those reasons.

Take care

Special Attention

Enemy Paralacheck prevents paralysis

Many plant and insect-type Viras appear. Among them, be especially careful of Vespera, which has an additional paralysis effect. Always equip the "Paralacheck" sold in Kyoguen when fighting. Also, the enemies around Kyoguen, besides Vespera, can be troublesome in several ways: some use projectiles, some have strong guards, and some are short, making battles generally difficult. The surrounding forests have a fairly high enemy spawn rate, so unless your goal is to grind experience or Gald, it's better to use a "Holy Bottle" to suppress the spawn rate.

A great treasure sleeps in the phantom garden that looks down on the clouds high in the sky, there's a great treasure sleeps." There's a legend that "sleeps."

Heliant is a high-attack arts comes. Defeat it first. Cha nt "Cluster Raid" often

Enemy data

Enemy Data

Reference page P.396

	Enemy Name	HP	Weakness	Copper body halfed defense			Items	Characteristics
	Vespa	5755	Land	–	Wind	–	Banana Muscle Pearl	Shoots needles Attack causes paralysis effect
	Fiotras	1610	Earth	–	Wind	–	Egg Bread	Defend when ally RG is below a certain level Charge into
	Heliant	6528	Wind	–	Land	–	Apple Medical Pearl	Cast Cluster Raid Scatter seeds
	Voltiep	7476	–	–	–	–	Holy Bottle Roth Liquid	When ally RG is below a certain level, defense High attack power
	Ripe Fract	4628	–	–	–	–	Burst Bottle Charge Onyx	Explodes when HP decreases Short stature

Person

Agate

On the way from Rajilda to Kyogen, she was attacked by viruses and rescued by Wang Gin, but as a result s he ended up being put up for auction.

Wang Gin

The ruler of Kyogen, who is said to know the P hantom Garden. His motto is "There is nothing money can't buy."

ク Uhou

Wang Gin's hanger-on. However, he secretly despises Wang Gin.

Fam

A woman abducted by the King's Shield who, al ong with Claire, was held captive in Karegia Castle.

Franz

An adventurer who came to Kyogen in pursui t of one of the world's seven great phantoms, the "Phantom Garden."

Institution

Auction Venue

An iconic Kyogen event hosted by Wang Gin. Vi sitors from around the world come to seek the rare and famous items put up for sale.

Shop Data

Item Shop
Item Shop

Yaya

Item Name	Category	Price
Peach Gummy	Items	500
Grape Me	Items	2000
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

y Decoration Shop
Ornament Shop

Yaya

Item Name	Type	Price
Break Topaz	Gem	4283
Mighty Topaz	Gem	4356
Recover Topaz	Gem	4477
Charge Topaz	Gem	4259
Piyo Hunt Topaz	Gem	4428
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Paraly Check	Amulet	2000
Flare Wrist	Amulet	2500

Food Ingredients Shop
Food Shop

Manfuku Shop

Item Name	Price
Strawberry	72
Kiwi	56
Onion	28
Cheese	60
Tomato	20
Carrot	24
Pasta	100
Banana	68
Beef	96
Apple	68

Inn
Inn

Blue Wolf Tavern

Fee 200

Good Deal Information

Check-type skills are well-stocked

There are no shops in Kyoguen that sell weapons or armor, but in their place the selection at the grocer and the trinket shop is remarkable. Among them, the "Paral y Check" sold at the trinket shop is effective against ene mies around Kyoguen and remains a useful charm later on. You should definitely buy four of them.

Kyogen

Kyogen

Flow Chart

STEP 1 Talk to the old man at a private house

STEP 2 Talk to Franz at the inn in the alley

STEP 3 In front of the mansion Meet Wan Gin at the mansion

In exchange for information about t he Phantom Garden, Wan Gin asks y ou to guard the item that will be put up for auction. First, report back to F ranz while you wait for the auction t o begin.

STEP 4 Report to Franz at the inn in the alley

STEP 5 Guide the guests in front of the mansion

This time you are asked to guide the guests for the auction. There are thr ee guests in total. Besides Veigue, ch oose two others to go pick up the gu ests, but do not include Eugene beca use some guests dislike Gajuma.

Screen chat changes depending on which c haracters you take along, so try different combinations.

STEP 6 In front of the mansion: talk with Gajuma's daughter inside the mansion

After guiding all the guests, the auction hall is attacked by someone. According to Gajuma's daughter in the back roo m, a band of thieves disguised as guest s carried out the raid and Claire was ap parently kidnapped. After asking Frant z at the city gate about the thieves' wh ereabouts, pursue them immediately.

To the hut near Kyogen P.260

Fruit Cheese P.438

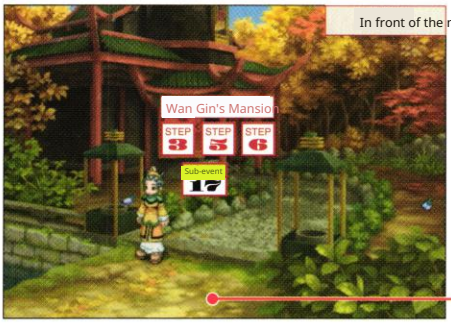
Location: Inside the steamer at the inn's grocery
Effect: Restores 50% HP / RG -10 / Fully restores all three FG

Miso oden P.439

Location: From Phase 48 onward, can be purchased from the old man for 50,000 gald
Effect: Restores 75% HP / RG+10 / 30 seconds after battle start HP +30%

※During the progression of sub-events and under certain conditions, it may not be obtainable.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

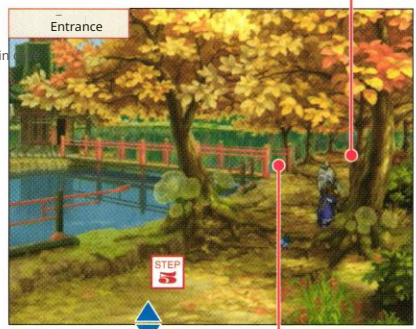


Sub-event: Donel Returns P.363

17

Timing: Phase 44 and onward

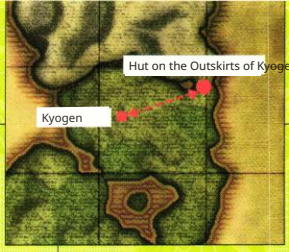
Details: Reunion with Donel, whom they fought in the mountain



To World Map

PHASE 37

Town | Dungeon



Cottage near Kyoguen ~ Kyoguen

STORY: As the condition for exchanging information about the Phantom Garden, Veigue and the others were guarding the auction hall, but thieves abducted Claire.

The six immediately pursued the thieves.

ACCESS

About 40 steps east from Kyoge, down a le[illegible] the [illegible] in the vicinity of Kyoge. Prepare yourself, as you will encounter a band of thieves along the way.

Kyogen Hostel~Kyogen

Flow Chart

Field map

BOSS Bandit Leader & Bandits

If you head east from Kyoge you will eng age in battle with a band of thieves. Their attacks are fast, so make sure your defen se is solid and wait for support fire from magic before attacking.

Hut on the Outskirts of Kyogen

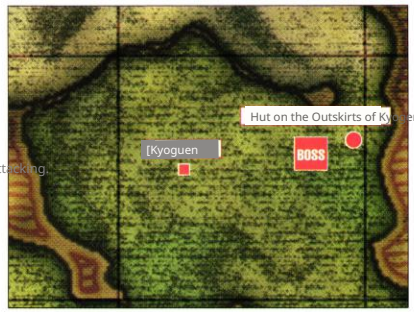
STEP 1 Rescue Claire

Veigue and his party find the kidnap ped Claire in the cottage near Kyoge . However, Agathe, the woman who was said to have been kidnapped wi th her and was in the adjacent room , is not in the cottage. After rescuing Claire safely, the group punishes W ankin, who tried to abduct her, and returns to Kyoge to obtain informati on about the "Phantom Garden."

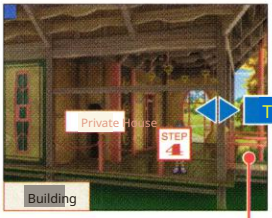
Claire says the woman in the next room was n ot with her. Where on earth is Agathe...?

To P.261

Field map



Kyogen



To World Map

Chapter 1 Hostel
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Enemy Data

Enemy Data

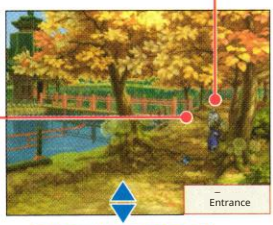
Refer to page ▶397

Enemy Name	HP	Weakness	Bronze Body	Half reduction	Guard	Items	Characteristics
B Thieves' Guild	8310	–	–	–	–	–	After a specific attack, defends Moves quickly
B Thieves' Guild Leader	11240	–	–	–	–	–	Moves quickly High attack power

Hut on the Outskirts of Kyogen

To World Map

In front of the mansion



To World Map

※ For shop data, see P.257.

Flow Chart

STEP 29 In front of the mansion Enter Wangin's mansion

Veigue, enraged at Wangin for trying to apologize for Claire with money, punches him. Although they can no longer get information from Wangin, Kuu-Hou tells them that someone in Norzen knows about the Phantom Garden.

Before heading to Norzen, let's also tell Franz about the information on the Phantom Garden.

STEP 3 Alley | Be thanked by Gajuma's daughter

STEP 4 Building Tell Franz about the Phantom Garden

To Norzen ▶P.262

CHECK!

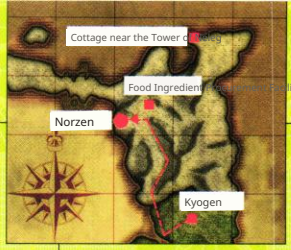
Give the powder and get weapons

After STEP 4, if you go again to the hut near Kyogunenn, there is a potter. If you give him powder-type items such as "Dark Powder," with the first one you will receive Titoray's weapon "Yuwanyang," and with the second you will receive Hilda's weapon "Seirosta." In particular, Yuwanyang is quite strong at this point, so you will want to obtain it.

PHASE 88 ~Silver Village~

Town | Dungeon

Norzen



STORY: When Wongen tried to settle the apology for Claire's kidnapping with money, Veigue's iron fist exploded. After learning about the Phantom Garden from Kuu Hou, Veigue and his group set their course for the northern land.

ACCESS

First, head west from Kyoguen and pass through a narrow valley. Then continue straight north; at the fork, take the left path and you will see the Nolzen you seek. It is about 150 paces away — quite a long journey.

Nolzen

Town

Town Information

A northern town where snow piles up

A snowy town facing the North Sea of the Eastern Continent. It is rich in preserved foods like gummy and jam, a feature unique to this region with its long winters. Being a cold area, residents commonly eat a warming "borscht" made generously with ingredients like "beef," "tomato," and "potato." Also, ships to western continent port towns such as Belsas and Minarl used to depart from the harbor on the edge of town, but recently waves of interspecies conflict have surged and the harbor has been closed by the military.

Take care

Special Attention

Enemies: With Hilda and Mao's double arts attacking

As inhabitants of a cold region, two of the four enemy types — the Salti Penguin and the Negomo — are weak to fire. Equip a frontline character with "Flare List" and have Mao repeatedly use "Burn Strike" to efficiently defeat enemies. If you include Hilda in the party, use "Shining Ray," which is effective against any enemy. Note that bringing Annie may prolong battles and could put you at greater risk. Here, it is recommended to prioritize attack power and include Hilda.

Popular Maffuf's live here. Near Ruzen as well, with their cutenes s similar to the area around Sools, here in No

Except for Jirhill, the others move slowly You can avoid having your cha nts interrupted. Therefore, as long as you mark is

Enemy data

Enemy Data

See page P.307

	Enemy Name	HP	Weakness: Steel Body		Half-reduction Defense		Items	Characteristics
	Saltipenguin	9569 Fire		–	Water	–	Onion Feat Pearl	Does not defend Charges with a body slam
	Jirhill	4716	–	Wind	–	–	Potato Chicken	Does not defend Appears in groups
	Dorastil	9569	–	–	–	–	Beef	High Attack Power and HP
	Nego-mo	7375	Fire Earth		Water	–	Tomato Violet Liquid	Casts Freeze Lancer The arm warps through the ground

Muscle Onyx Has an attack with line-movement effect

Person

Rebecca

A girl who had been captured in Karegia Castle. She questions Queen Agate's actions.

Young man

He gives Veigue and the others information about the Phantom Garden, but emits a shady aura.

Institution

Mermaid statue

A statue of a mermaid with a beautiful human upper body and a fish lower body. It stands in the square and is often used as a meeting place.

Shop Data

Weapon Shop

Weapon Shop

Hard Icicle

Item Name	Equipper	Price
Gradius	Veigue	4745
Estoc	Veigue	6200
Jaguna	Mao	3480
Mithril Tonfa	Mao	4425
Scorpion	Eugene	4110
Trident	Eugene	5315
Holy Staff	Annie	3795
Moon Scepter	Annie	4870
Vagnau	Titrei	4425
Silver Arms	Titrei	5755
Holy Card	Hilda	3160
Silver Card	Hilda	6640

Armor Shop

Armor Shop

Aurora crystal

Item Name	Equipped by	Price
Star Armor	Veigue	2635
Mithril Armor	Veigue	5535
Crystal Jacket	Mao	3690
Witch Jacket	Mao	4795
Star Mail	Eugene	3160
Mithril Mail	Eugene	4060
Crystal Cloak	Annie	3425
Witch Cloak	Annie	4425
Star Plate	Titrei	2900
Mithril Plate	Titrei	3690
Crystal Robe	Hilda	3955
Witch Robe	Hilda	5165

Decorator Shop

Ornament Shop

Aurora Crystal

Item Name	Category	Price
Feet Topaz	Gem	3751
Heal Topaz	Gem	3993
Forest Topaz	Gem	4041
Nature Topaz	Gem	4598
Misty Tobers	Gem	4840
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Paraly Check	Amulet	2000
Week Check	Amulet	2500
Earthlist	Talisman	2500
Flare Wrist	Talisman	2500

Item Shop

Item Shop

snowman

Item Name	Category	Price
Peach Gummy	Items	500
Grape Me	Items	2000
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Food Ingredients Shop

Food Shop

Mama's Soup

Item Name	Price	Item Name	Price
Strawberry	72	Tomatoes	20
Kiwi	56	Carrots	24
Potato	24	Bananas	68
Onion	28	Beef	96
Cheese	60	Apples	68

Inn

Inn

Hall of Gathering

Fee
200

Norzen

Norzen

Flow Chart

STEP 1 Gather information from a man at House 1 in Alley 1

While asking about the Phantom Garden, you can hear information from a man in the house about Nereg Tower, located northeast of Norzen. When you leave the house, Eugene collapses from fatigue, so let him rest at the inn.

STEP 2 Plaza | Rest Eugene at the inn

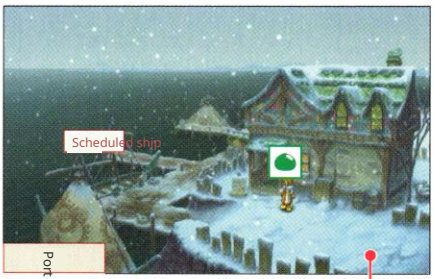
STEP 3 South Gate — Foles Cube responds

While resting at the inn, the Foles Cube reacts violently after Eugene goes out. If you follow that reaction and leave the town, an excited Eugene is scattering a horde of Vilares. Meet up with Eugene; after staying at the inn, head to Nereg Tower.

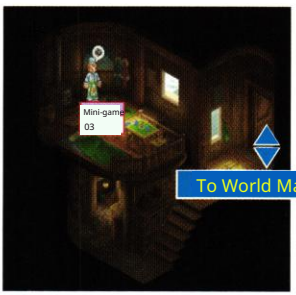
The cause of the Foles reaction was Eugene. After this, he will automatically stay at the inn and fully recover.

To Nereg Tower ▶P.266

Norzen



Cottage near the Tower of Neleg



Minigame Panic Dreamer 03 ▶P.370

Period: Phase 40 and onwards

Content: Action game using a variety of items

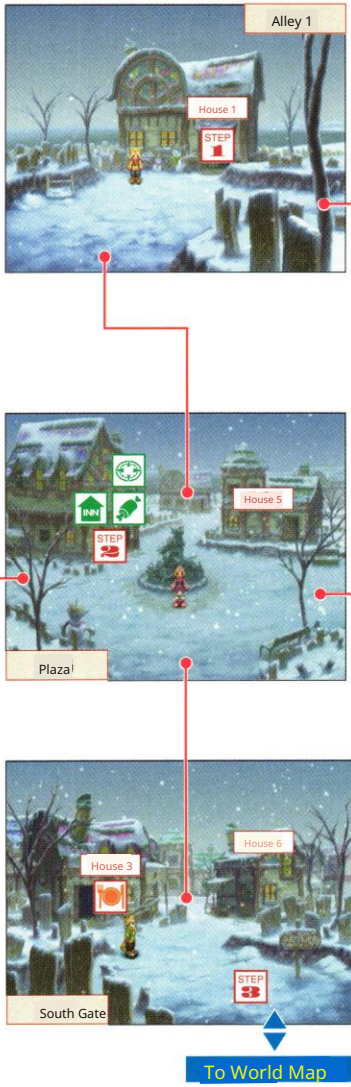
CHECK!

You can play a mini-game in the hut

Near the Nereg Tower, in a cabin, you can play a mini-game after clearing Nereg Tower. However, the content is quite extensive, so you may leave it for later.

Aurora
A brightly colored phenomenon that appears flickering in the sky. It can be classified into causes and
Aurora Discovered.

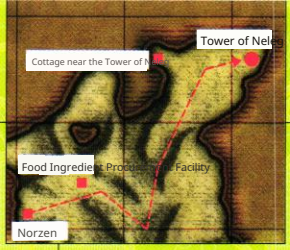
Between the cabin and the tower is an "Aurora". There is one. Try discovering it as well.



Borscht P.438

Location: In the pot in House 3

Effect: Restores 50% HP / RG +9 / Prevents freezing for one minute



Tower of Neleg

STORY Having obtained information about a towering spire believed to house a sacred beast, the party advances across the northern lands and sets foot in the tower. Who, then, is the voice that awaits them inside...?

ACCESS

Neleg Tower stands 135 paces north east of Norzen. After leaving Norzen, head east first, then go north. After that, take the fork to the right and keep walking straight, and Neleg Tower will come into view.

Tower of Neleg

Preparation

Prepare plenty of recovery items

The Tower of Neleg is located far from Norzen, and unless you use the "Holy Bottle," you will enter the tower only after handling quite a few battles. Inside the tower, boss fights continue, so purchase plenty of healing items.

On the way to the tower there is an ingredient procurement facility. It's best to buy up to the maximum number; There is a facility here where you can also maximize

Take care Special Attention

Prioritize the three powerful enemies

Formidable foes include Masnap, who uses artes like "Gasty Nail," the well-defended Vizac Shield that is hard to beat, and Shin Araneo, whose attacks become stronger as its HP drops. First target Masnap, who chants artes.

Allies under auto-control fight well. "Elixir" is reliable. Because they become incapacitated, Annie's "R

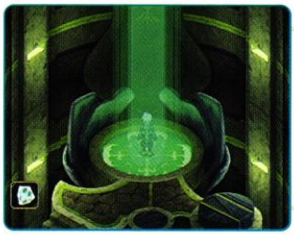
Enemy data

Enemy Data

Refer to page P.397

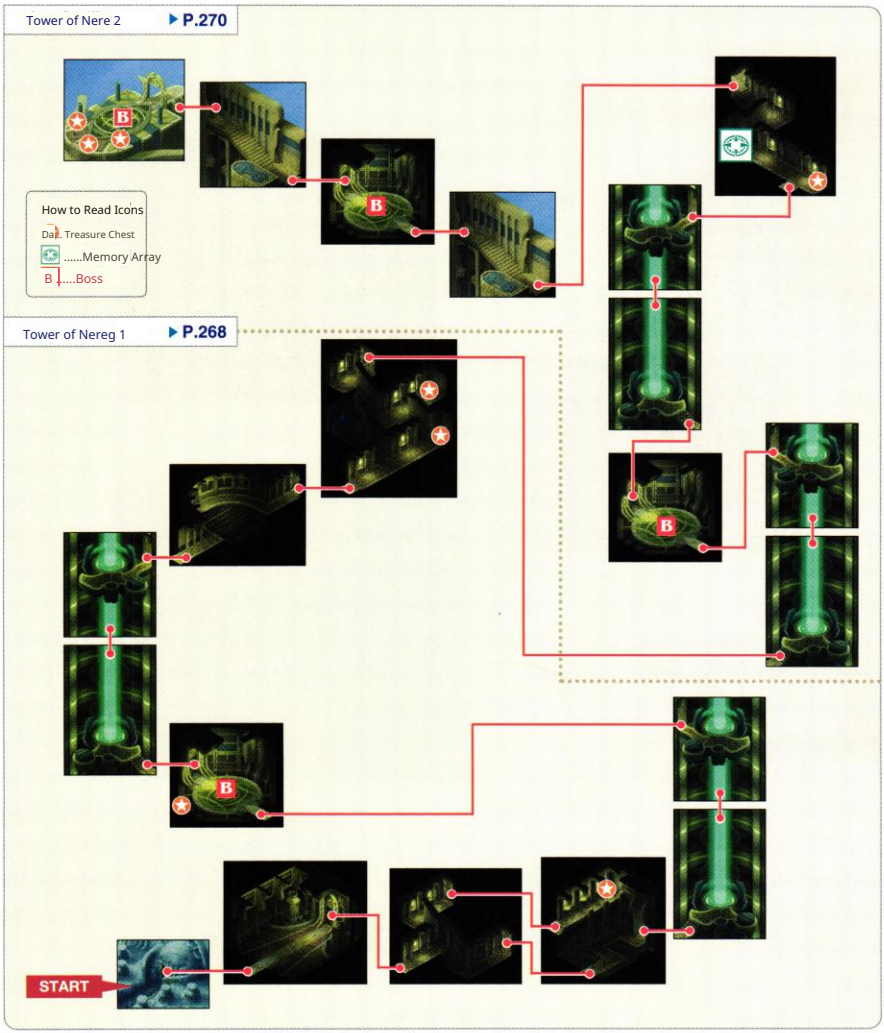
Enemy Name	HP	Weak point: bronze body	Half-reduction Defense			Items	Characteristics
Vizac Shield	17201	Light Earth Wind	—	En	—	Strawberry Liquor Bottle	Cast Arch Shade If ally RG is below a certain level, defend
Shinara Neo	7708		Earth Wind - - Earth	—	Hear	Peach Gummy Nature Onyx: attacks	Performs a jump attack cause a panic effect
Noct Falco	5521			—	—	Egg Life Pearl	Powerful ram that pierces through; additional effect of reducing magic attack power; ramming attacks from other lines; arc magic circle with negative effects; uses wind-attribute guiding magic; slow movement
Fiz Shield	4591			Earth-Wind	—	Burst Bottle Protect Onyx	
Mas Snap	8054 places				—	Lime Gummy Medical Onyx	
B Stercove	11131	—		—	—	Burst Bottle Protect Onyx	Does not change lanes Performs continuous attacks at high RG; always flies in the air; executes a dive attack; moves by burrowing underground; attacks cause panic or slow effects; barely recoils
B Albast	8734	—	Wind	—	—	Peach Gummy; Mighty Onyx;	
B Polude	6136	—		—	—	Panacea Bottle; Misty Onyx	
B Ginnal (Berserk)	8720	—	—	—	—	Estoc Nature Topaz — slightly long reach	
B Dornb (Berserk)	10542	—	—	—	—	Sage Ucchari Gumi	Hardly ever recoils Charges with a body slam
B Yusia (Berserk)	8420	—	—	—	—	Elixir Magic Training Stone	Hardly ever recoils Directly casts a secret/art technique

Navigate Tower of Nere Complete View



No traps; the route is a straight line

There are no traps at all, and the route is a single path. Since there is almost nothing to get lost on, head inward while collecting treasure chests. Devices that work like elevators will automatically move you between floors when you stand in the center.



Tower of Neleg 1

Tower of Nereg

Flow Chart

STEP 1 Collect the treasure chest

The first fork: initially go left and collect the treasure chest.

STEP 2 Take the elevator to the upper floor

Stand on the elevator mechanism's center to move to the upper floor.

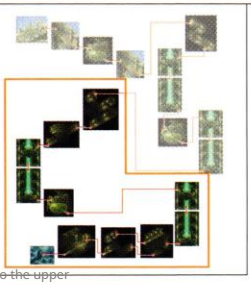
BOSS 1 Defeat the enemies lying in wait in the room

Entering this room will force you int o battle with three Stercove. These e nemies have high attack and defens e but are slow and do not change la nes. There is only one in each lane, s o set your tactics so that all allies ga ther in a single lane and concentrate attacks to defeat them one by one; you should be able to win easily.

Place everyone in the queue on a single line a nd set the tactic to "Aim at the enemy in front of you".

STEP 3 Go further up by elevator

P.270

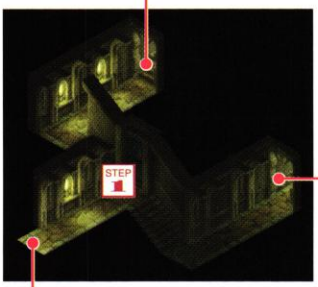


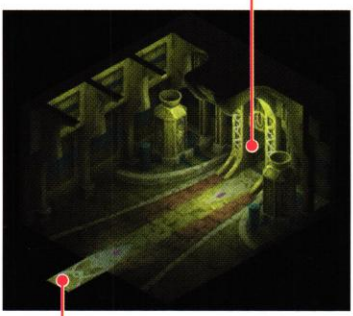
Full view of the Tower of Nereg

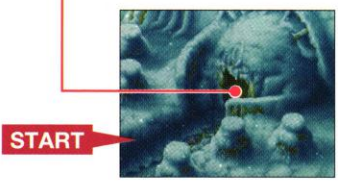
Tower of Nereg
Complete View

Item list

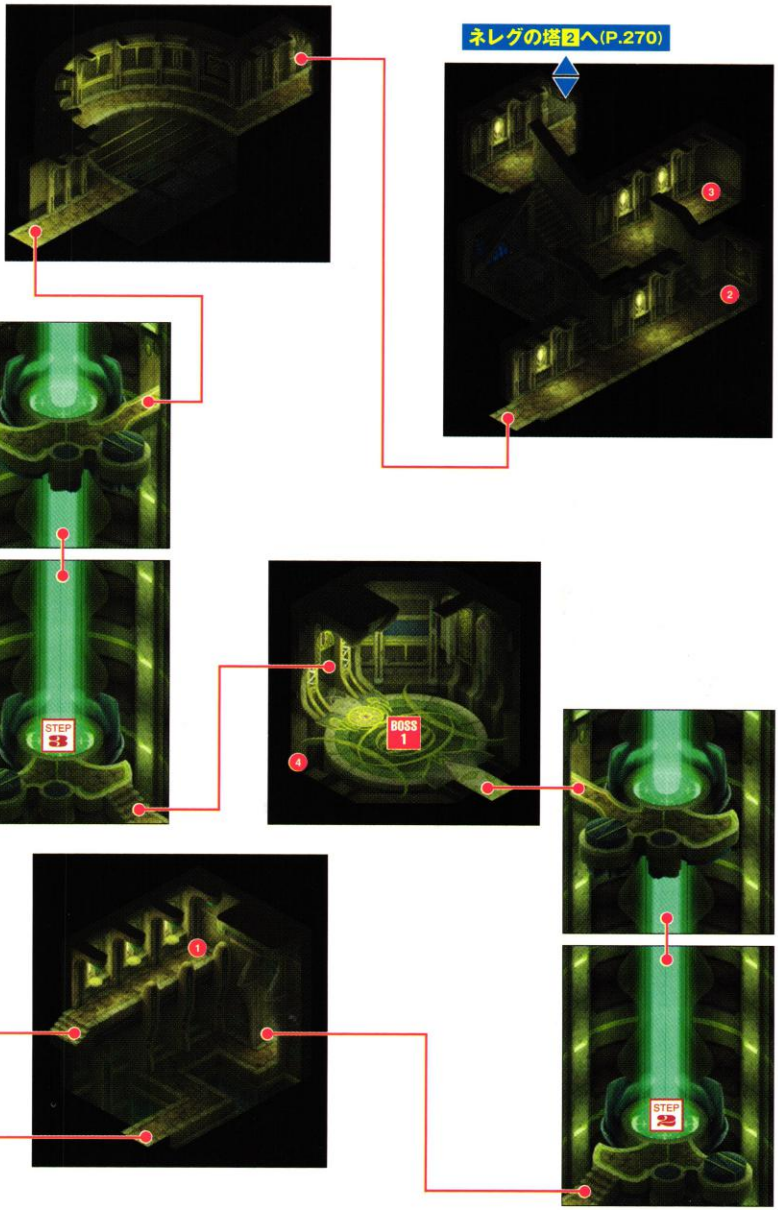
1. Hyberion
2. Weak Check
3. Sunny Rain
4. ☾ Chenkunche (after Phase 40)







Chapter 1 Chronicle
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


ネレグの塔2へ(P.270)
3
2
STEP 3
BOSS 1
4
1
STEP 2

Tower of Nere 2

Flow Chart

BOSS 2 Defeat the enemies in the room

Forced battle against four Albast. Their attack power is relatively high but their defense is low; they can be fought in much the same way as normal battles
They have relatively high attack but low de
fense, and can be fought similarly to normal battles.

STEP 4 Take the elevator to the upper floors

BOSS 3 Defeat the enemies in the room

In this room you will battle six Porood. Al
though they are numerous, each individu
al is weak. You should be able to win by fighting normally.

BOSS 4 Ginnar & Yushia & Dornb

Waiting at the summit was Sare. The infor
mation had been a false report to lure Vei
gue and the others. Here, you will fight th
e jet-black trio who were driven berserk b
y Sare's manipulation. All three are in a st
eel state, so the biggest problem is that y
ou cannot stop Yushia's spellcasting. Cont
rol the vanguard to repeatedly use special
techniques and make defeating Yushia y
our top priority. After Yushia, Ginnar, who
has low HP, is recommended. Dornb doe
s not perform powerful attacks, so he can be dealt with later.

Yushia will cast powerful artes such as "
Bloody Cross," "Aiming," and "Heat."

STEP 5 Discover a tower after the battle

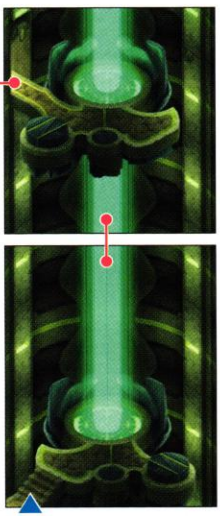
After the battle, you discover a tower arou
nd the western Beo Plains. To head to that
tower, return once to Norzen.

To Norzen ▶P.272

Full view of the Tower of Nereg
Tower of Nereg
Complete View

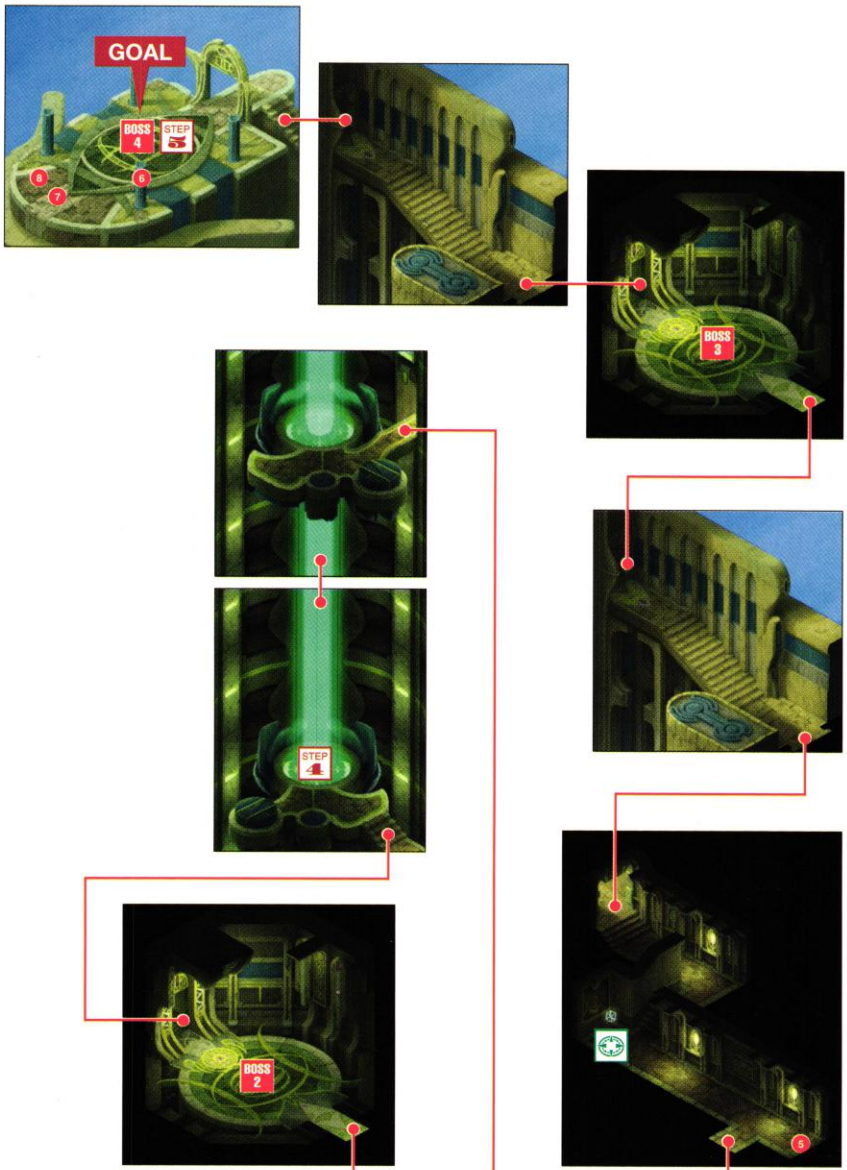
Item list

⑤ Hourglass
⑥ Apple Gummy
⑦ Mental Topaz
⑧ Earth Powder



To the Nereg Tower (P.269)

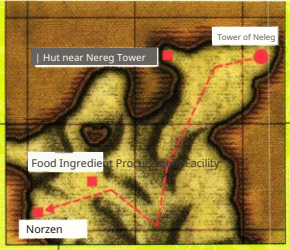
Chapter 1
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


GOAL
BOSS 4
STEP 5
6
7
6
BOSS 3
STEP 4
BOSS 2
5

PHASE 40 ~Silver Village~

Town | Dungeon

Norzen



STORY Waiting at the Nereg Tower was not a sacred beast but Sale. After driving off Sale, the party discovers a tower in the direction of the Beo Plains. See king a ship to go to the Beo Plains, the party returns to Norzen.

ACCESS

From Nereg Tower to Norzen you only need to return along the path you came, so you shouldn't get lost. However, since the distance is great, if regular battles are bothersome, it's a good idea to use a "Holy Bottle".

Nolzen

Flow Chart

STEP 1 Port | Talk to the Karegia Soldier

While Veigue and the others were at Nereg Tower in Norzen, a riot broke o ut. The riot was suppressed by the Ka regia army, but the port remained clo sed, leaving them stranded. At that ti me, they fortuitously reunited with Mi sha and learned that Kyria had been s ummoned to Norzen by the army. Thi s is a place where military connection s matter <Ask Kyria about the ship.>

STEP 2 Talk with Kyria at the plaza inn

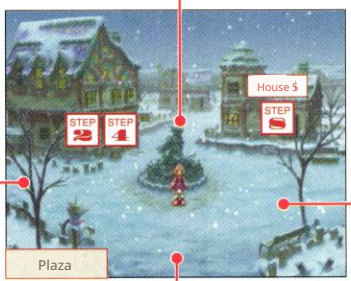
STEP 3 Exit: Search north for Kyria

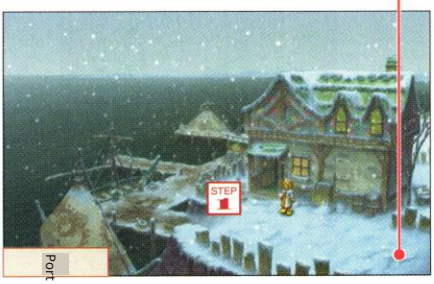
Kyria, who went to negotiate with the ar my about the ship, does not return. Whe n they leave the inn to look for Kyria, the y discover residents and soldiers who ha ve been attacked and fallen by a swarm of Vayrus. After carrying the wounded in to the inn and houses, Veigue and Annie head out to treat the seriously injured.

STEP 4 Plaza Stay at the inn and tend to patients

While treating patients brought into the inn, Misha arrives and asks you to go see a severely injured patient.

See p.273





Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Curia

Kare the famous doctor of Minarl He is in Norzen at the request of the Garegia a

Misha

An assistant who helps K yria, who has set up a te mporary clinic in the inn.

Garegia soldier

A severely wounded soldi er of Gajuma. He previo usly received training from Eugene.

※See shop data on P.263.

Flow Chart

STEP 5 South Gate Annie rushes to the home of the severely injured patient in Hou se No. 6 Annie, who rushed to the be dside of the critically wounded, hesita tes to treat the Gajuma, and the patie nt dies before she can act. According to Annie, Hilda's power might have be en able to revive the patient, but....

STEP 6 South Gate Go to House No. 3 to call Hilda

STEP 7 South Gate, House 6: Resuscitating a pati ent Using Hilda's thunder Foles to shock the patient's heart, the patient was suc cessfully resuscitated. Because of this in cident, Annie learns the meaning of the phrase "life has no color" and becomes able to treat patients regardless of their race. Go to treat the other injured peop le in the other houses.

STEP 8 Treat the other injured people

If you visit all the houses except House 6 and treat the injured, the military will gra nt permission to use a ship. From the port , take the free ship and the Beo Plains are immediately accessi

To the Wontiga Temple P.274

CHECK!

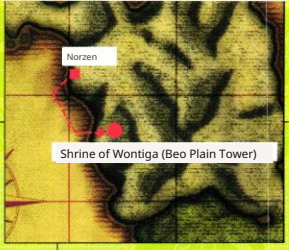
The innkeeper's thanks

After STEP 8, if you chat with the young man at the inn, he will give Veigue the armor "Mens Ocrus".

PHASE 41 ~Beo Plain Tower~

Town | Dungeon

Wontiga Temple



STORY After crossing to the Beo Plain by ship, the party finally reaches the "Ancient Tower" rising above the sea of clouds. Inside, a sacred beast calling itself Wontiga lies in wait for the party.

ACCESS

The Shrine of Wontiga (Beo Plain Tower) is located on the Beo Plain, surrounded by mountains and sea to the south of Norzen. From Norzen, board the free ship to land there.

Shrine of Wontiga

Preparation

Equip Earth Wrist on the vanguard

All enemies that appear here are weak to earth, so equipping the vanguard with an "Earth Wrist" will allow you to deal damage more efficiently. In addition, including Hilda—who can use the earth Arte "Stone Break"—in the battle party will further shorten battle time. There is no boss here, but many enemies use powerful attacks, so make sure to prepare various gummies, recovery items such as "Life Bottle," and cooking ingredients before departing.

Special Attention

Enemies Beware enemy RG

What you need to be careful of here are Valp Edge, which easily raises RG and becomes armored, and Grittle, who uses powerful artes like "Gale Slash" and "Cross Winger." Grittle has a long casting time, so you can simply attack to interrupt it during that interval; however, Valp Edge often performs a Rush Burst before being defeated, and its spinning attack deals heavy damage. When Valp Edge turns red, evade by moving along the line to survive its invincible phase, then attack afterward. Ideally, exploit its weakness to Earth-elemental attacks.

Equip "Fo" beforehand. For Gru, by all means "Earthlis" Veigue, who does not possess Earth-attribute techniques

Depending on positional relationships, Barique Because it tends to cause large d amage. Edge's spinning attack hits multiple times.

Enemy data

Enemy Data

See page P.398

	Enemy Name	HP	Weak point: bronze	Weak point: steel	Reduction	Guard	Items	Characteristics
	Galeptic	9521 Land	–	Wind	–		Panacea Bottle Recover Onyx	Attack causes enervation effect Attack comes out quickly
	Grittle	7931	Earth	–	Wind	–	Tomato Ucchari Gumi	Uses wind-attribute sorcery Does not shift lines
	Valve Edge	7931	Earth	–	Wind	–	Lime Gumi Misty Topaz	Attack has a weakening effect Defend when allies' RG is above a certain level
	Byu Eye	6761 Land		Light	Wind	–	Mind Pearl Gale Powder	Uses wind-attribute arts Fires a beam-shaped attack
	Mas Snap	8054 places	–		Wind	–	Lime Gumi Medical Onyx — moves slowly	Uses wind-attribute sorcery

Navigate

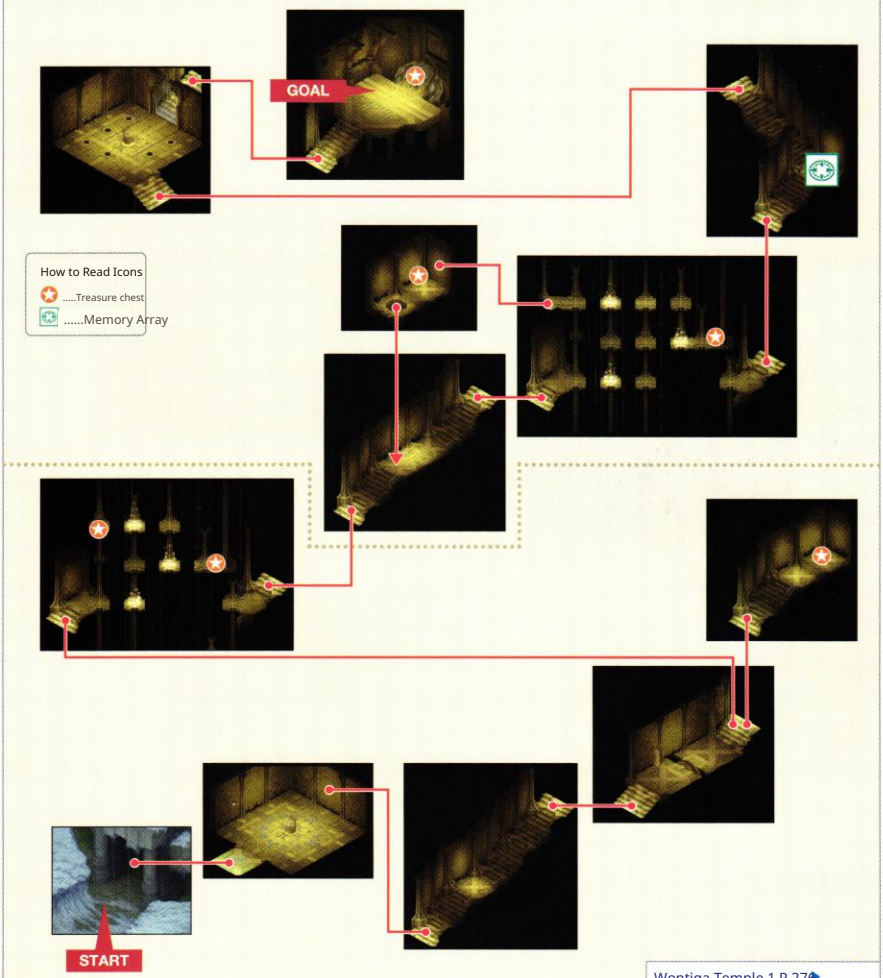
Panorama of the Shrine of Wontiga

Shrine of Wontiga
Complete View

Trap: Ride the wind and fly

The mechanism that requires caution is the room where the wind greatly alters the jump trajectory. The wind flow is shown on the screen, so observe it carefully and time your actions. Other mechanisms simply require you to act according to the on-screen instructions.

Shrine of Wontiga 2 P.278



Wontiga Temple 1 P.276

Shrine of Wontia

Flow Chart

STEP 1 Walk on the numbers of the clock First, examine the statue at the center of the numbers, then walk over the numbers in order around the clock from 1 to 12. When the message "Return the flow of time" appears, this time walk counterclockwise from 12 to 1. If you succeed, the wall will move and stairs will appear.

STEP 2 Turn the waterwheel

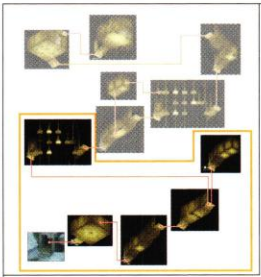
The roulette-like mechanism for turning the waterwheel can be operated with the Rain Fole; stop on red to proceed. Yellow contains a treasure chest, while white and black are misses and can be ignored. Press the button when the color you want reaches the top to make it easier to stop on that color, so aim carefully. After stopping it, take a running jump to clear the waterwheel and move forward.

It doesn't contain anything immediately useful, but you should take whatever you can.

STEP 3 Use the wind to press the switch

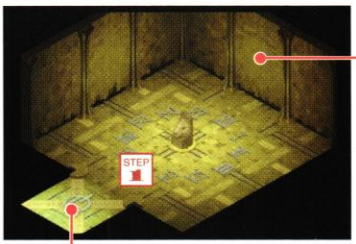
Ride the wind to the upper level, press the switch and then return to the lower level. Then, if you press the three switches, a path to the back will open. When heading to the back, time your jump for when the wind stops.

See p.278

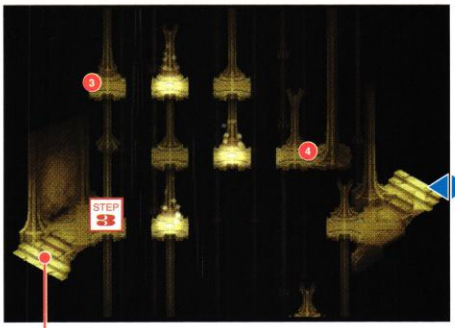


Panorama of the Shrine of Wontiga

Shrine of Wontiga
Complete View



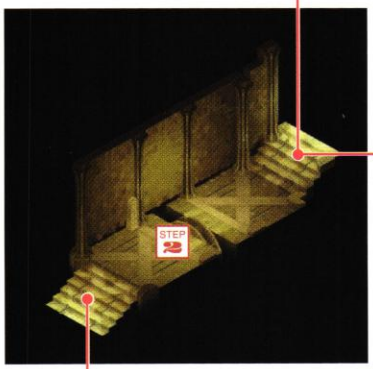
Chapter 1 Intro
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



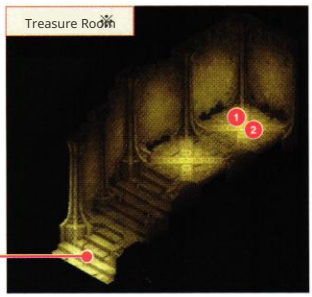
To Wontiga's Temple 2 (p.278)

Item list

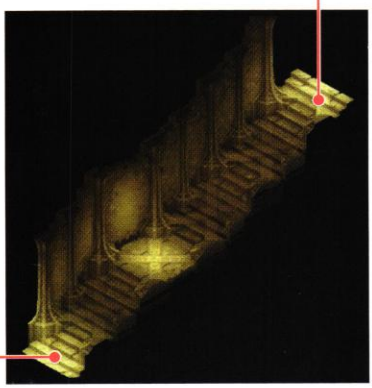
1. Grün Liquid
2. Gale Powder
◎ Chamomile
4. Archibus



Treasure Room※



※ If you stop the waterwheel at white, black, and yello w, you will arrive at the treasure room, but only wh en stopped at yellow is a treasure chest placed there . Also, there are two yellows on the roulette, and you can obtain one item from e



Shrine of Wortiga (Wontiga's Shrine)

Flow Chart

STEP 4

Break through the second room where the wind blows upward. The method to clear this room is exactly the same as STEP 3. To reach the upper tier, jump w hen the wind is blowing; otherwise, ju mp when there is no wind. Note that th e left side of the topmost tier leads to a room with "Apple Gummy", but once y ou fall into the pit you cannot return. It' s a detour, so skip it if unnecessary.

STEP 5

Make it rain to extinguish the flames

Extinguish all the red flames with An nie's Rain Fole to open the path. The size of the rain cloud corresponds to how long you hold the button, so for wide areas of flames enlarge the rain cloud to deal with them. You can com pletely ignore blue flames.

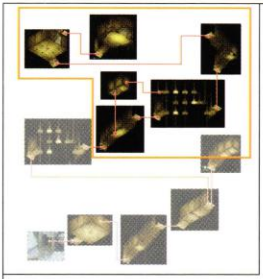
If you don't extinguish them quickly, new flames will appear. Enlarge the rain cloud and put them all out at once.

STEP 6

Talk with Wontiga

Annie's trial involves telling the truth about the incident in which Eugene k illed Dr. Barth. The trial ends safely, b ut suddenly the sacred beast Shaorū n instructs them to "rush to Belsus." Upon leaving the temple, with Annie' s suspicions about Eugene cleared, A nnie's titles "The Avenging Girl" and " Hates Gajuma" disappear. Furthermo re, Annie and Eugene can learn their secret technique "Shō Harekku Hiken " (Soaring Burst Light Slash).

To Belsus Port ▶p.280

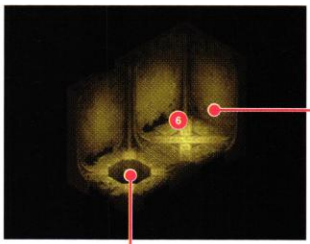


Panorama of the Shrine of Wontiga

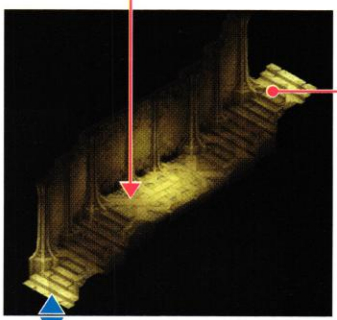
Shrine of Wontiga
Complete View

Item list

5 Annār
6 Apple Gummy
7 Sevory (after Phase 42)

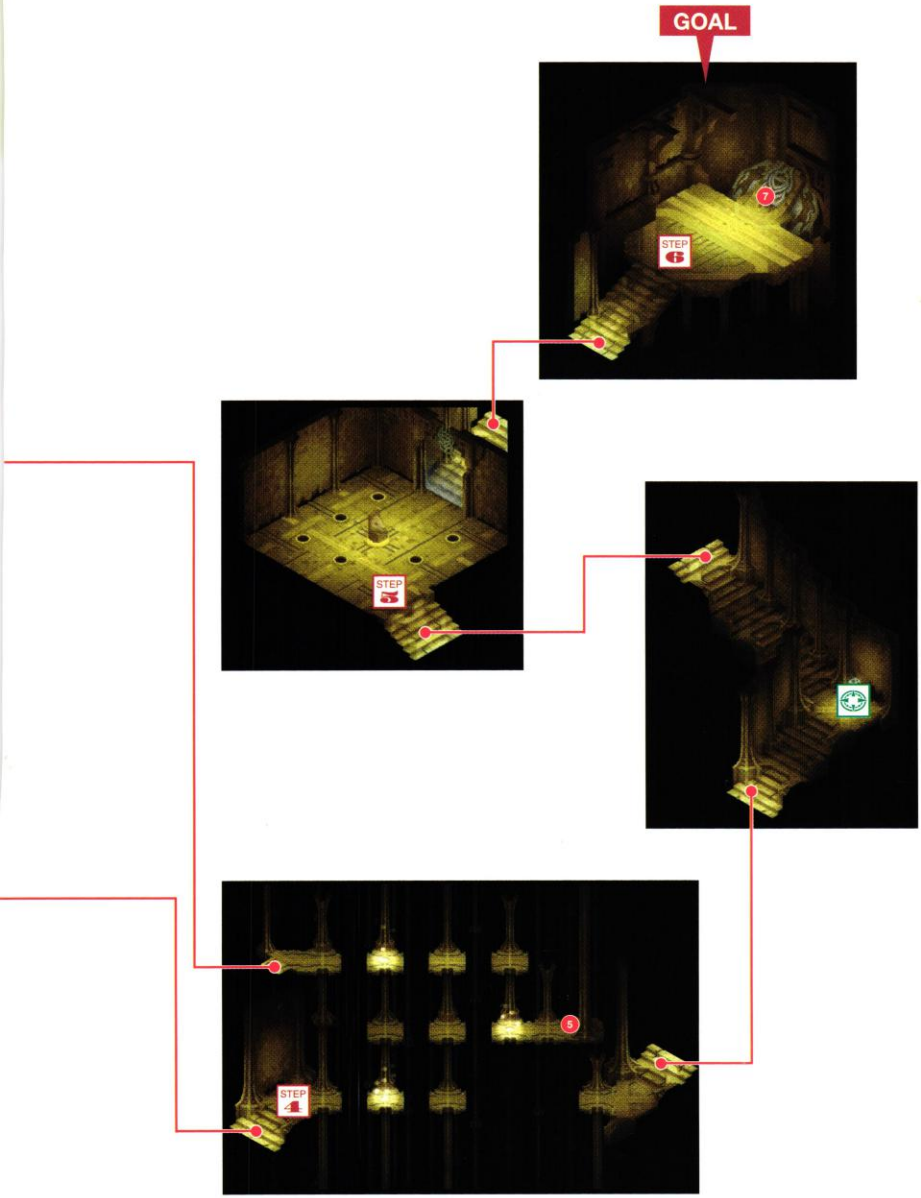


One-way



To Wontiga's temple (p.277)

Chapter 1 Kurenai Nui
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


GOAL
7
STEP 6
STEP 5
STEP 4
5

PHASE 42

Town | Dungeon

Belsas Port

STORY: After taking the trial of the sacred beast Wontiga, Annie resolves her conflict with Gajuma and gains the power of the wind. Guided by the words of the next sacred beast Shaorūn, the seven set out for Belsus.

ACCESS

To get to Versas Port quickly, return to Norzen first and take the regular ship that departs from there. You can also go directly by free ship, but enemies appear at sea, so arrival will be delayed.

Belsas Harbor

Town

Town Information

Versas' Lifeline

Geographically, Versas is located just south of the departure village Surls, but it is surrounded by steep mountains and the sea, making travel on foot impossible. Therefore, sea routes are a vital means of transportation.

At this Versas Port to the east of the town, there are not even a weapons or armor shop nor an inn, but for the residents of Versas it is an indispensable port. Regular ships operate between this port and the nearest port town Minarl, as well as from Norzen in the far eastern continent, allowing travel by sea to various parts of the world.

It's faster to go straight through. It's located in the forest rather than along the highway. Versus is just a stone's throw from the port.

Flow Chart

STEP 1 Port | Leave Versas Port

There is nothing to do at Versas Port. Since there are no shops, once you get off the regular ship, leave Versas Port and head west to Versas, which is immediately there.

To Versas ▶P.282

To World Map

Sub-events 19 Lady Gem Collector P.364

Timing: Phase 44 and onward

Contents: Exchange the woman's armor and jewels

Chapter 1 Knowledge/Info
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Column

Regular Ships and Free Ships

This work features two types of ships: scheduled ferries and free ships. Understand the characteristics of each, and by using the ship that suits your purpose, fully enjoy a meaningful sea voyage.

Liner & Free Ship

Liner

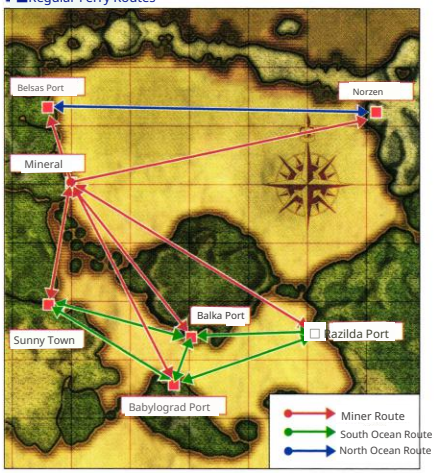
Scheduled ship

Travel directly to port towns around the world for 300 Gald

In Part 1, the Karegia army had blockaded the ports, so regular ships only operated between Babylograd and Varka. However, in Part 2, regular ships became available at every port town, and as the story progresses more routes open up. The final routes are shown in the figure on the right.

If you use it, you can instantly go anywhere. Ships depart, and using carriages together from Minar you can reach all ports towns

■Regular Ferry Routes



Free Ship

Free

Ship: Can move freely on the sea

The Free Ship, true to its name, is a ship you can move freely at no cost. However, the area you can travel is limited to inland seas as shown in the figure on the right. Also, enemies may appear while traveling on the Free Ship and can be quite tough. Therefore, use the Free Ship only when exploring Discoveries or performing salvage (see p.365).

■ Sea Areas Accessible by Free Ship

Enemy Data

Enemy Data

See page P.399

	Enemy Name	HP	Weakness	Bronze Boost	Half reduction	Guard	Items	Characteristics
	Gald (Gil)	3381 Fire		—	Water	—	Squid Salmon	Doesn't move unless approached Short stature makes it hard to hit with attacks
	Crowmer	7513	Chang Light Water			—	Shrimp Maguro	Short in height, making attacks hard to land Spits foam from the mouth
	Bansheel	8766 Fire		—	Water	—	Egg Tai	Casts Splasher Casts Aqua Stream
	Bidusa	6348 Light Water				—	Octopus Gel Pliquid Casts	Attack causes paralysis Thunder Spear

PHASE 43 ~Trading Town~

Town | Dungeon

Belsas

STORY Veigue and the others have arrived in the town of Bersas on the western continent.

What will become of the important thing left behind by the sacred beast Shaolun—"If we don't hurry, it will be lost."

"What does the phrase 'losing something' mean?"

ACCESS

Belsas is immediately in front of the Belsas Port; if you go straight west you will reach it in about 20 steps. Following the highway is actually a longer route, so the shortest path is to go straight through the forest.

Belsas

Town

Town Information

The city where Humans dominate the Gajuma It used to be a peaceful trading town where Humans and Gajuma coexisted, but after the fall of Ladras the Humans seized power and the Gajuma were driven into a poor district called the "Belsas Slums." Interracial conflict has intensified recently: Humans have been taking jobs from Gajuma and even setting fire to the slums under the pretense of accidental fires, continuing thorough persecution. Fed up with this situation, many Gajuma are leaving the town.

Take care

Special Attention

Enemy: The Return of the Formidable Kangaroo

Here, the toughest enemy is the Bangaroo, an enhanced version of the Kangaroos Bairas and Baloo that appear around Pipista. It is very skilled defensively, has long reach, and strikes accurately with swift punches. It is also strong against Earth and Light, rendering Hilda's primary sorcery largely ineffective. Equip the "Para-Check" and, while preventing the paralysis secondary effect from the Vespas that appear together, coordinate with your other allies to keep attacking and wear down its defenses.

The town is divided in two by a bridge. On the west side is the slum where the Gajuma live, and on the east side is the prosperous district where the Hyuma live.

If you add Hilda to the party, also include Mao and use double Foles to break through Banglue's defense.

Enemy Data

Enemy Data

See page P.400

	Enemy Name	HP	Weakness	Bronze Body	Halved	Guard	Items	Characteristics
	Vauler	5832	–	Fire	–	–	Burst Bottle Liqueur Bottle	Does not defend
	Vespa	5155	Earth	–	Wind	–	Banana Muscle Bar	Shoots needles Attack causes paralysis effect
	Banglue	9061	Earth	Light	–	Land	Egg Recover Onyx — High defense	Attacks are fast and have long reach
	Foribel	6506		–	Wind	–	Pasta Cheese	Cast Wind Edge Does not defend
	Brakiropper	7080 Wind		–	Land	–	Onion Charge Onyx	When RG is high, it performs a charging attack Does not defend
	Voltiep	7476	–	–	–	–	Holy Bottle Roth Liquid	Defends when ally RG is low High attack power

Character Person

Susie

The sole daughter of the Scarabe who lives in a mansion. She was previously rescued by Veigue and his group in Sunny Town.

Scarab

An influential figure in Bersas. After Susie was kidnapped, he grew to dislike Gajuma even more.

Gianni

Gathering the Gajuma of Versus Slum

A woman who desires negotiations with the Humans.

Institution

Meal Plaza

The square at the center of Versus. At its center once stood a statue symbolizing the coexistence of Gajuma and Humans.

Shop Data

Weapon Shop

Weapon Shop

Strength Weapon

Item Name	Equipper	Price
Estoc	Veigue	6200
Flamberge	Veigue	8060
Mithril Tonfa	Mao	4425
Cheirobar	Mao	9295
Trident	Eugene	5315
Russell	Eugene	6820
Moon Scepter	Annie	4870
Shining Rod	Annie	6200
Silver Arms	Titrei	5755
Urgo	Titrei	7440
Silver Card	Hilda	6640
Moon Card	Hilda	8680

Armor Shop

Armor Shop

Toughness Guard

Item Name	Equipped weare	Price
Mithril Armor	Veigue	5535
Moon Armor	Veigue	7230
Witch Jacket	Mao	4795
Spirit Jacket	Mao	6200
Mithril Mail	Eugene	4060
Rune Mail	Eugene	5165
Witch Cloak	Annie	4425
Spirit Cloak	Annie	5680
Mithril Plate	Titrei	3690
Rune Plate	Titrei	7750
Witch Robe	Hilda	5165
Spirit Robe	Hilda	6715

Decorator Shop

Ornament Shop

Toughness Guard

Item Name	Category	Price
Muscle Topaz	Gem	3702
Protect Topaz	Gem	3654
Resist Topaz	Gem	3775
Life Topaz	Gem	4138
Medical Topaz	Gem	4235
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Paraly Check	Amulet	2000
Weak Check	Amulet	2500
Freeze Check	Amulet	2500
Flare Wrist	Talisman	2500
Gale List	Talisman	1500

Item Shop

Item Shop

Precious Tool

Item Name	Category	Price
Peach Gummy	Items	500
Grape Me	Items	2000
Lime Gumi	Items	800
Banashia Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Food Ingredients Shop

Food Shop

Dream Inn

Item Name	Price	Item Name	Price
Cucumber	28	Carrots	24
Potato	24	Beef	96
Onion	28	Lettuce	28
Tomato	20		

Inn

Inn

Dream Inn

Fee 300

Great deal Freeze Check ×4

Information

Let's buy

A notable feature is that all types of check talismans are sold there. At the next destination, the Azure Sanctuary, you will fight enemies that are weak to fire attributes and use water-attribute attacks, so prioritize buying a "Flare List" for the vanguard and "Freeze Check" for ever

Belsas

Flow Chart

STEP 1 In front of the mansion — Go meet Suzie

Reunite with Suzie at the South Gate. She wants to thank you and asks you to come to her house. Proceed deeper into the town and talk to the gatekeeper standing in front of the Scarab mansion.

Agate Side

STEP 2 Slum - Gianni guides (me/you) through the slum

Agate had been handed over to Scarab. However, Suzie, who did not want to see the queen's figure, helps Agate escape. After leaving the mansion, cross the bridge to the west of town and go to the Bersas Slums. There, you will meet Gianni, who leads the slum's Gajuma.

STEP 3 Slum Square Requested to negotiate with Scarab

After talking with the Gajuma in the square, speak to Gianni; he asks you to request Scarab to hold negotiations between the Humans and the Gajuma.

Veigue Side

STEP 4 Meal Square Stay at the inn

The party, offended by Scarab's remarks looking down on his Gajuma at Scarab's mansion, decides to stay at the inn. Meanwhile, Agate asks Scarab for negotiations but is refused and taken into custody.

STEP 5 Bridge Talk with Claire

Veigue and Claire sneak out of the inn. Go to the bridge and talk with Claire.

STEP I heard the meeting in front of the mansion is scheduled for tomorrow 6

After Eugene comes to pick me up and we go to the Scarabe mansion, you can hear information that a council will be held tomorrow at Mir Square. For now, return to the inn.

See p.285

Belsas

Sub-event: Salvage 20

See p.365

Timing: From Phase 48

Content: Search for the treasure left by the pirate king Aifreed

To Versus Slums

Bersas Slums

Potato Salad ▶ P.439

Location: If you buy ingredients at the food shop, they will serve it to you as a complimentary dish.

Effect: Restores 60% HP / RG -5

Flow Chart

STEP 7: Enter the Meel Plaza Inn

Entering the inn will automatically register your stay. The next day, when you leave the inn an event will begin, so save here if you want to.

EVENT Agate's Plea

The story that a hearing would be held was a brazen lie. Scarabe had been plotting Agate's public execution. Hearing Agate's plea and realizing that Claire and Agate had swapped minds, Veigue managed, at the last moment, to rescue Claire (who looked like Agate).

Agate, accused of kidnapping Huma, (appearing as Claire) disappears.

STEP 8: South Gate: Go to meet Shaorun

The party, including Veigue, tries to pursue the missing Agate (who appears as Claire), but Shaorun warns that they don't have time for that. Leave the search for Agate to Milhaust, who came to stop the execution, and go to the Azure Sanctuary in Babylograd where Shaorun is waiting.

To the Azure Sanctuary ▶ P.286

CHECK!

Give the gemstone at Belsus Port

To get to Babylograd, it's quickest to take a scheduled ship from Belsus Port to Minar, then board the scheduled ship bound for Babylograd Port. At this time, if you give any gemstone to the woman at Belsus Port, you'll receive Tetlei's weapon "Distrange" when you give the first one, and Annie's weapon "Gairyuion" when you give the second.

Azure Temple

ACCESS

To get to the Azure Sanctuary, first take the scheduled ferry from Belsas to Minarl, then from Minarl to Babylograd Port. From there, take the lift to Babylograd and go toward the back of the town to arrive.

STORY Upon arriving at the Azure Sanctuary, Shaorun set three trials for the party. To clear the first trial, the group descends from the Azure Sanctuary into the underground.

Shrine of Blue

Preparation
Freeze checks are essential

In this shrine, a battle with a sacred beast— the first since Ephon— awaits. The master of the shrine, Shaorun, is a formidable foe who uses an extremely powerful water-elemental area attack called "Aquarius Sphere." Taking this attack head-on can result in total party wipe, and even survivors may have their actions restricted by the attack's additional freeze effect. Be sure to buy the "Freeze Check" in Belsas as a countermeasure for both threats. It is best for not only rear members but also front-line members to remove wrist-type gear and equip "Freeze Check."

Special Attention
All enemies that appear are tricky

The enemies in this dungeon all have some special trait, but as in other dungeons, the top priority is to target the Fole users. Here, concentrate your attacks on Almedip. If heavily armored Floric or close-combat specialist Icecret appear at the same time, use line movement or similar tactics to avoid them and strike the enemies' back lines. Also, Graiseblur's "Freeze Circle" is a vicious formation technique that freezes anything that enters it. Without a "Freeze Check," you may not even be able to move.

These enemies around here are all weak to fire attribute. On the way, put "Flare" in the vanguard. You can also equip the "Wrist".

When an ally's spell is activated, it's a chance for counter-attacks. Lower the enemy's defense. Hit it all at once without worrying.

Enemy data

Enemy Data

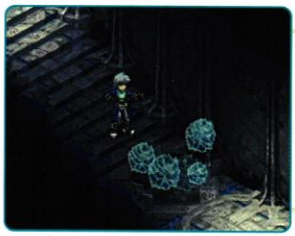
See page P400

	Enemy Name	HP	Weakness	Steel	Body	Half Damage	Defense	Items	Characteristics
	Icecret	9761	Fire	—	Water	Yan		Lime Gummy Feet Onyx	Defend when ally RG is below a certain level Attack has line-movement effect
	Almedip	6657	Fire	—	Water	—		Resist Pearl Aqua Powder	Attack has line-movement effect Cast Aqua Stream
	Glaize Brawler	8297	Fire	Dark	Water	—		Cucumber Mind Topaz	Use formation technique with freezing effect Defend after certain attacks
	Frolic	7453	Fire	—	Water	—		Holy Bottle Life Bottle	Defend when ally RG is below a certain level Shoot ice pellets
	B Shaorun	70000	Fire	—	Water	—		Protect Refiner Aqua Powder	Hardly ever recoils Use special attack that freezes

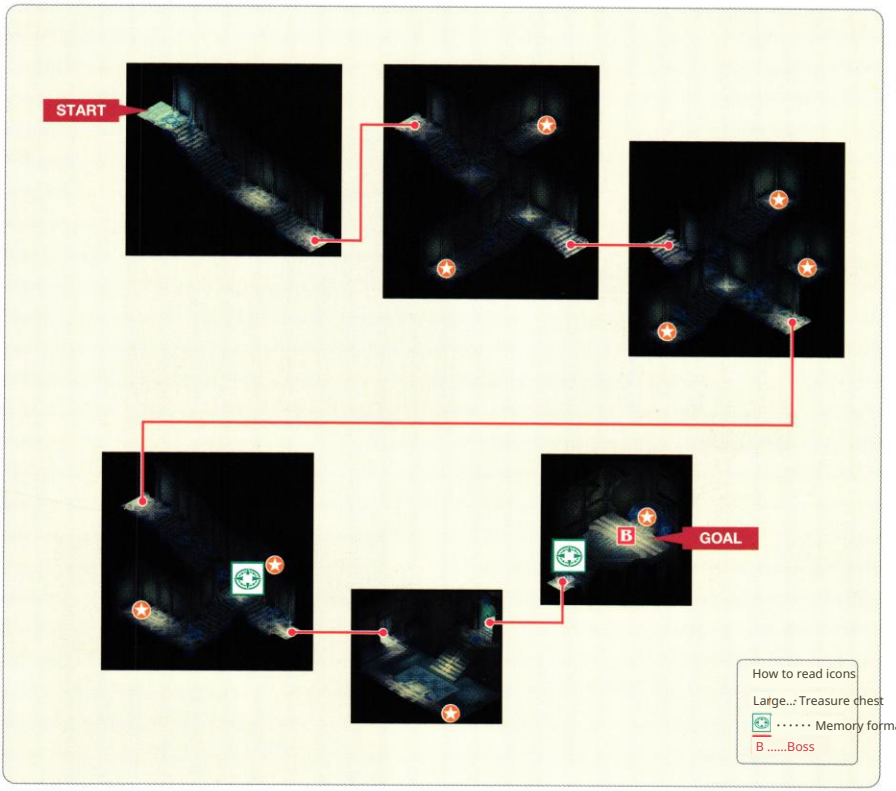
Navigate

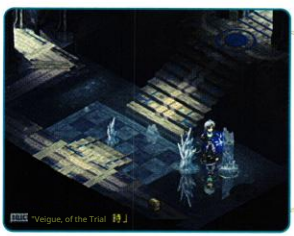
Panorama of the Azure Shrine

Shrine of Blue Complete View



Trap: Open the path with Veigue's Ice Fole The bubbles floating inside the temple can be eliminated with Veigue's Ice Fole. You can proceed without clearing them, but they deal damage if touched, so clear them regularly as you advance. This is a high-difficulty dungeon, so try to conserve your HP.





Trap: Freeze all five water pillars In front of the room where Shaolun waits, there is a mechanism that opens the door ahead when five water pillars are frozen. Unlike the bubble traps, there is no drawback to entering this water, so run up to the pillars and be sure to freeze them.

Azure Temple

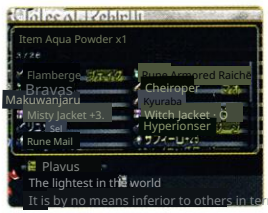
Flow Chart

STEP 1 Freeze the bubbles with Foles

Bubbles are already floating near the entr ance. Use the Ice Fole to remove them so you don't take unnecessary damage.

STEP 2 There is a single path to the back

If you want to get to Shaorun as qu ickly as possible, just go straight. H owever, if you haven't purchased t he "Freeze Check" and don't plan to go back to buy it, you should pick up an "Aqua Powder" along the wa y. For the Shaorun battle, if a memb er uses this on this armor, "Freeze "Check" offers the same effect.



The ideal is the "Freeze Check" equipment, but this can be used as a substitute. The drawback is that it cannot be swapped.

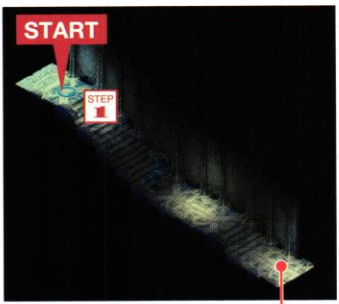
STEP 3 Freeze the water pillars

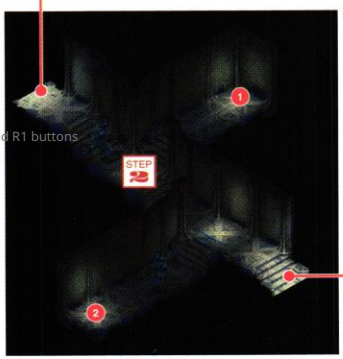
Here, freezing five of the spouting water pillars will make the transparent wall leading to the back room vanish. You can fine-tune the character's orientation with the L1 and R1 buttons and aim from land, but there is no penalty for entering the water, so try to hit the pillars from inside the water by getting clos e and striking them.

See p.289

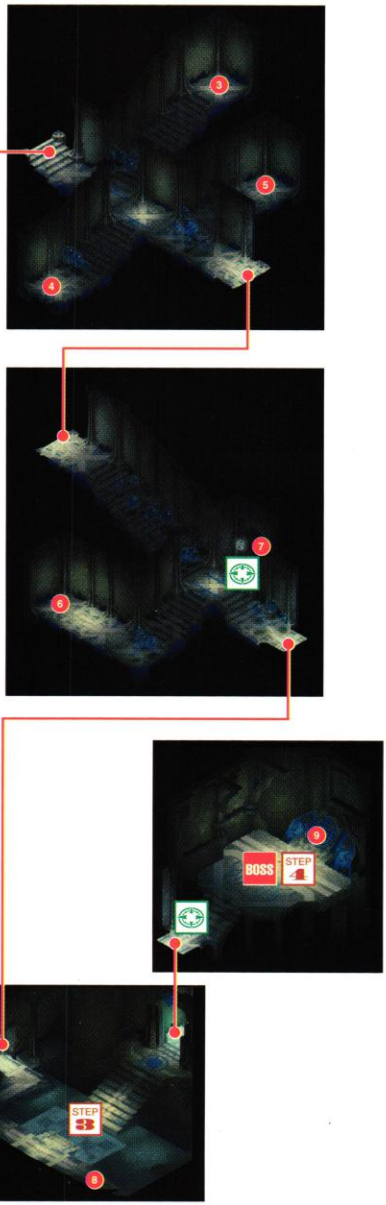
Item list

1. Life Bottle
2. Vital Burner
3. Eksuvelun
4. Aqua Powder
5. Feet Topaz
6. Grape Me
7. Apple Gummy
8. Zanren Stone
9. Dark Powder (after Phase 45)





Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Reference materials



Flow Chart

BOSS Xiaorun

Xiaorun's attacks are mostly water-elemental. Therefore, the first step in defeating him is to halve incoming damage with a \"Freeze Check.\" Also, he often moves along lines, making him hard to target, but when he uses a breath attack he stops moving. Aim for that timing to land special moves. Note that about 100 seconds after battle starts he uses a water-elemental area attack, \"Aquarius Sphere.\" After that, Xiaorun begins using powerful sorceries such as \"Aqua Stream\" and \"Spread Blue.\" If that happens, prioritize healing HP and keep the whole party's HP relatively high while fighting.

\"Aquarius Sphere\" is extremely powerful. Even with damage halved, it can be life-threatening.

STEP 4 Conversation with Xiaorun

As the final trial, Xiaorun speaks only to Veigue. Veigue receives the power of water and can learn the ultimate skill \"Collapsing Dragon Shadowless Sword.\" Furthermore, Xiaorun joins the party, and afterward the party can ride Xiaorun to move around. The next hint about the sacred beast that Xiaorun gives is: \"Know who you are. The path lies within you.\" The party then goes to ask Franz in Norzen about the \"village where the half-breeds live\" to investigate Hilda's origins.

To Norzen ▶P.294

Free Action

Riding Shaorun

STORY After overcoming Xiaorun's trial, Veigue gains the power of water and Xiaorun's cooperation. The party moves toward the next sacred beast.

Before searching for Kariot, I decided to visit the hidden regions scattered across the world.

With Shaorune

Town

Town Information

Three newly accessible hidden regions Once you can ride the Shaolun, movement restrictions are lifted, allowing you to reach the Usanin village on an isolated island in the open sea, the Rempao Sky Garden in the mountain range southeast of Nolzen, and the Saiglog Mansion surrounded by high mountains. These locations are not directly related to completing the game, but they offer various minigames and sub-events, and clearing them can sometimes reward you with rare items or titles. Be sure to visit them at least once.

Take care

Special Attention

Enemy: The strongest foes that appear on the field map Around the Usanin village and the Saiglog Mansion, in addition to the enemies near Nolzen, appear top-level field map foes such as Greyfar. However, like the enemies around Nolzen, they share the weakness to fire, so if you equip the vanguard with a "Flare List" to exploit that weakness, you should not struggle. Also, if you include Hilda in your party, avoid artes that are ineffective against water, and it would be good to set her to "Shining Ray."

The Shaolun is extremely useful. It helps discover Discoveries and reaches isolated islands that are inaccessible on foot.

Relatively easy to defeat for its level, and it yields many items, EXP, and gald. This is the ideal area for earning money.

Enemy data

Enemy Data

See page P.40

	Enemy Name	HP	Weakness: silver body		Half-reduction Defense		Items	Characteristics
	Greyfar	10561	–	–	–	–	Resist Pearl Frost Pearls	High HP and attack Slow moving
	Saltipenguin	6778 Fire		–	Water	–	Onion Feat Pearl	Does not defend Charges at you
	Jirhill	4716	–	Wind	Water	–	Potato Chicken	Does not defend Appears in groups
	Suusu	7111	–	–	–	–	Mind Topaz Mental Topaz	Quick-moving
	Swaprio	7507 Fire		–		–	Feat Pearl Piyo Hunt Topaz	Performs a line-sweeping attack Does not defend
	Dorastil	9569	–	–	–	–	Beef Muscle Onyx performs a line-sweeping attack	High Attack Power and HP
	Nego-mo	7375 Fire Earth Water				–	Tomato Violet Liquid	Casts Splasher Arm warps through the ground
	Leepinben	8902 Fire Wind Water				–	Muscle Pearl Life Topaz	Defends when ally RG is low

Usanin Village

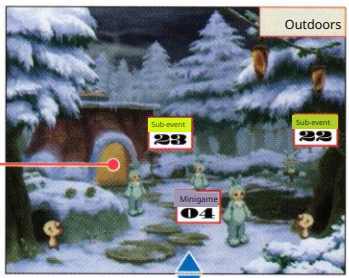
Rabbitz Village

An enchanting hidden village floating in the Northern Sea

A small village seen when flying due west from the Nereg Tower, northwest of Norzen. It is inhabited by Usanin and Noko Nekonin—neither Huma nor Gajum a. This village has no shops or inns, but you can enjoy four sub-events and a sorting mini-game. Also, in the f ields you can plant "carrots" with a button and pull th em up with a button. Doing so does not change item counts, but you can plant up to about 90 carrots. It's a playful village, so stop by for a breather if you happe n to be nearby.

Usan
You mustn't tease them too much.
You will get scolded by the nin. If you hit the scarecrow too much during this time, Usa
You can't play the mini-games.

Usanin Village



To World Map

Sub-event: Peeking Neko-nin P.366
21
Timing: Phase 45~
Content: Have Nekonin show a special weapon

Minigame 04 Play with Usanin P.373
Timing: Phase 45~
Content: Play a card rearrangement game

Sub-event: Hidden Usanin P.366
22
Timing: Phase 45~
Content: Find the hidden Usanin and receive a reward

Sub-Event Movie Usanin P.366
23
Timing: From the 2nd playthrough onward, Phase 45~
Content: Allows viewing all the movie scenes of this work

Sub-Event Annihilation Nekonin P.366
24
Timing: From the 2nd playthrough onward, Phase 45~
Content: Allows hearing the lines spoken upon total party annihilation in this work

Riding Shaorun

With Shaorune

Lempaō Sky Garden

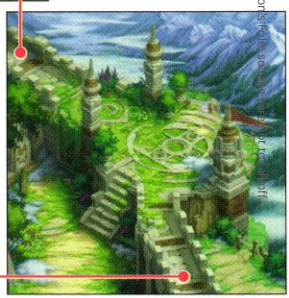
Lenpao Sky Garden

One of the Seven Great Illusions of the World伝 in the Kyoguen region

Riding Shaorune and flying north from Kyoguen, or southeast from Noruzen, you will see a small dome-shaped building on top of a snow-covered mountain. This is none other than the Lenpao Sky Garden, one of the Seven Great Illusions of the World sought by the adventurer Franz. In the building at the back of the garden lives a Gajuma girl named Ninon, who possesses the Feather Fole, living alone. Various sub-events involving Ninon occur as the main story progresses. Completing them can sometimes reward you with titles or items.

Floating, movement is affected by inertia. Because of Ninon's Fole, be careful not to fall off cliffs. Your body is affected by Ninon's Fole, so be careful not to fall off. Take care not to fall off.

Lempaō Sky Garden



Sub-event 18 The Girl with the Feather Fole P.364

Timing: Phase 45~

Content: Help Ninon control her Fole

To World Map

Mystery Mansion

Cyglorg's Chambers

An extra dungeon with a 5-star difficulty

Flying further west from Usanin Village, you will see a mansion surrounded by high mountains — this is the "Mystery Mansion." It is a 60-floor dungeon where you progress while meeting randomly assigned clear conditions on each floor, and you can sometimes obtain top-rank rare items (on the first playthrough you can reach up to floor 40; from the second playthrough onward you can reach up to floor 60). However, every 10 floors powerful bosses block your path, and there are no save stones at all, so long battles are unavoidable. Level up properly and prepare well before attempting it.

Grog. The owner of the fairytale-like mansion is a Pierrot-like man. Sai
Contrary to expectations, the difficulty is high.

Mystery Mansion

To World Map

Sub-event Sighlog Manor P.374

Period: Phase 55~

Contents: A high-difficulty extra dungeon

T O P I C S Collect ingredient tickets and complete side events

Once you can ride Shaorun, refer to the map at the front and set out to collect Discoveries and ingredient tickets around the world. In particular, by handing ingredient tickets to the ingredient-supplying facility to level up the Magical Pot and learn cooking recipes, future battles will become much easier.

Also, at this timing the following side events occur: "Militza and Hilda (see P.359)" and the third stage of "Monica and Steve (see P.355)". Also, "The Ironworks Ghost" that occurs in Petnajanka (see P.358) — if you haven't cleared it yet, take this opportunity to go.

■ Dishes that can be learned at the ingredient-supplying facility

Learned Recipes	Total level of Magical Pots	Number of ingredient tickets
Karaage (Japanese fried chicken)	6	0
Vegetable Salad	12	18
Seafood Gratin	18	36
Mapo Curry	24	54

Some ingredients can only be obtained by transferring ingredient tickets. "Tofu" is one of them.

PHASE

Town | Dungeon

45 ~Hidden Village of the North~

Mokrad Village

STORY: The party heard that Hilda's roots might be a hint about the next sacred beast. They decided to ask Frantz, who was staying in Norzen, about the "village of only halves" they had heard about earlier in Babylograd.

ACCESS

You can use a regular ship from Babylograd to Norzen, but if you can, take to the skies on the Shiorun for a scenic trip. Also, Mocrado Village is just north if you board the Shaorun from Norzen.

Mocrado Village

Town — Town Information

The Village at the Edge Not on the Map

Mokurado Village sits quietly in an extreme cold region north of Norzen, beyond the rugged Osmina Mountains. It has almost no contact with the outside world; only occasionally do travelers—drawn by rumors of couples like a Huma and a Gajuma or a fortune-teller named Naila—visit the village. The villagers lead a self-sufficient life, cultivating grains such as potatoes and onions and harvesting seafood like squid and shrimp. Incidentally, you cannot enter Mokurado Village until you speak with Franz in Norzen.

Take care — Special Attention

Not different from the enemies around Norzen

The enemies that appear around Mokurado Village are exactly the same as those that appear around Norzen. The current Veigue and his party should be able to defeat them without any problem. Also, when arriving at Mokurado Village by Shaoloon, you will likely land right in front of the village and immediately go inside, so random battles are themselves rare. However, in the Mokurado Village event, Toma appears as a boss. He is no longer so powerful as to be considered a formidable foe, but it's a good idea to have purchased an "Aqualist" from places like Valka in advance so you can use water-element attacks, which are his weakness.

When you approach the lake near the village, "Ice Can be discovered. A discovery called "Split Grass"

Enemies of this caliber are already nothing special, A mile Can continue fighting multiple battles with just that HP. They recover HP when enemies are defeated even without Ga

Enemy data — Enemy Data

See pages P.397, P.401

	Enemy Name	HP	Weakness	Guard Body	Half reduction	Guard	Items	Characteristics
	Saltipenguin	6778 Fire		–	Water	–	Onion Feet Pearl	Does not defend Charges with a body slam
	4 Zilhar	4716	–	Wind	–	–	Potato Chicken	Does not defend Appears in groups
	Dorastil	9569	–	–	–	–	Beef Muscle Onyx	High Attack Power and HP Performs a line-sweeping attack
	Nego-mo	7375 Fire Earth Water				–	Tomato Violet Liquid	Casts Splasher The arm warps through the ground
	B Toma	51000 Water, Earth, Fire, Dark			–	–	Life Bottle Refining Stone	Has long-range steel-body attacks High HP and attack power

Person

Naila

Naila, Hilda's mother. Her husband was once killed by T
and young Hilda was taken away.

トーマ

A four-star who wields the Magnetic Fole
s. Ordered by Zirba to eliminate Veigue and his group.

Shop Data

Weapon Shop
Weapon Shop — Decision

Item Name	Equipped wearer	Price
Flamberge	Veigue	8060
Ear Sword	Veigue	10415
Cheirobar	Mao	9295
Platinum Tonfa	Mao	12150
Russell	Eugene	6820
Size	Eugene	8680
Shining Rod	Annie	6200
Grand Scepter	Annie	13015
Urgo	Titrei	7440
Mithril Arms	Titrei	9545
Moon Card	Hilda	8680
Shining Card	Hilda	11280

Armor Shop
Armor Shop — Homesickness

Item Name	Equipper	Price
Rune Armor	Veigue	7230
Platinum Armor	Veigue	9400
Spirit Jacket	Mao	6200
Prism Jacket	Mao	7955
Rune Mail	Eugene	5165
Platinum Mail	Eugene	10845
Spirit Cloak	Annie	5680
Prism Cloak	Annie	7230
Rune Plate	Titrei	7750
Platinum Plate	Titrei	10125
Spirit Robe	Hilda	6715
Prism Robe	Hilda	8680

Decoration Shop
Ornament Shop — Homesickness

Item Name	Category	Price
Shield Emerald	Gem	8091
Mind Emerald	Gem	8357
Life Emerald	Gem	9103
Mental Emerald	Gem	9050
Break Emerald	Gem	9422
Recover Emerald	Gem	9849
Piyohan Emerald	Gem	9741
Poison Check	Amulet	1500
Delay Check	Amulet	1500
Panic Check	Amulet	2000
Paraly Check	Amulet	2000
Weak Check	Amulet	2500
Freeze Check	Amulet	2500

Item Shop
Item Shop — Peddler

Item Name	Type	Price
Peach Gummy	Item	500
Grape Me	Item	2000
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

Food Ingredients Shop
Food Shop — Peace

Item Name	Price	Item Name	Price
Potato	24	Rice	56
Cucumber	28	Squid	108
Carrot	24	Shrimp	164
Lettuce	28	Chicken	88
Onion	28		

Inn
Inn — Peace

Fee
100

Special Deals Information — Can be synthesized into a diamond

In Mokurado Village, top-quality equipment including weapons and armor is sold, but what is especially notable are the various emeralds. By synthesizing these you can make a sapphire, and by continuing to synthesize those sapphires you can eventually create the highest-rank gemstone, the diamond. However, repeating synthesis to that extent will require amounts of Gald on the order of hundreds of thousands, so save up enough funds first and then try the challenge with reference to pp. 426–427

Mokrad Village

Mocrado Village

Flow Chart

Norzen

STEP 1 Search for hints about Hilt in the square of Halb Village

Franz, who is in the square, gives th e hint that the lost item might surpri singly be somewhere close. Then he asks, "What comes to mind when yo u think of Hilda?" and a text-entry sc reen appears — answer "card." Whe n you show Hilda's card to Franz, yo u learn that a fortune-teller who onc e had a similar card said they were g oing to Mokurado Village, north of N orzen. Immediately mount Shaorun and head north to Mokurado Village.

Mokrad Village

STEP 2 Hear information about Naila from an elderly couple in a private residence *

STEP 3 Hear information about Naila from the innkeeper grandfather

※Order may vary

STEP 4 Go to Naila's house

From villagers you learn that the for tune-teller who came to this village ten years ago was Naila, and you ca n be told the location of Naila's hou se. When you go to Naila's house, it is revealed that she is Hilda's mothe r, but Naila suddenly tears up Hilda' s tarot card and rejects Hilda.

STEP 5 Return to Naila's house

After Claire admonishes her, Hilda goes back to Naila's house once more. Howev er, Naila stubbornly refuses to accept Hilda.

STEP 6 Hear Naila's past from the elderly couple in the house

Looking for an opportunity to talk with Naila, return to the house. Learn about Naila's past and go to see her a third time.

See p.297

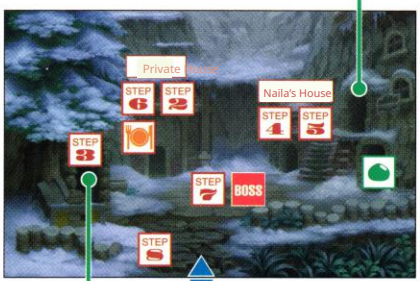
Norzen

To World Map

※ Shop data: see p.263.

Chapter 1 Know
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Material

Mokrad Village



Paella P.439

Location: Inside a bag in the back room of a private house

Effect: Restores 65% HP / RG +8 / Prevents panic for one minute

Flow Chart

STEP 7 Approach Naila's house

When you approach the house to see Naila a third time, Toma appears and kills Naila.

In the subsequent battle against Toma, Hilda is forced to join.

BOSS トーマ

The "Real Smash" — which has a high chance of instant death — is troublesome. However, this move is slow to execute, so if you control the fast-attacking Titre and attack together with your allies, you can break through the enemy's armored form and interrupt it. As long as you watch out for the one-hit kill from Real Smash, you shouldn't have much trouble.

By using "Shunrenjin," "Ganrengeki," "Shining Ray," etc. you can make it a punching bag state and win.

STEP 8 Receive an amethyst from the old woman

When you try to leave the village, you can receive Naila's relic "Amethyst" from the old woman. Then the party heads to the island at the foot of the Alvan Mountains, where Hilda's parents used the amethyst to offer a prayer.

To the Girione Temple P.298

CHECK!

Obtain various unique equipment

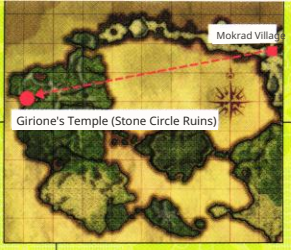
After STEP 8, put Hilda at the front and examine Naila's house to obtain Hilda's weapon "Heindelta" and the armor "Spell Aim." Also, re-enter the village and, with Eugene at the front, talk to the old man in a house to receive Eugene's weapon "Deltrooy."

PHASE

Town | Dungeon

46 ~Stone Circle Ruins~

Shrine of Gyrion



ACCESS

Girione's Temple is located a little west from the Etore Bridge. From Mokrad o Village, take advantage of the world map's left-right continuity and head e ast-southeast from Shaolorne for a qui cker route.

STORY The party suspects that the ruins where Hilda's parents prayed for their child's health are related to the sacred beast. As expected, an entrance to t he temple where Girione awaits appears beneath the ruins.

Shrine of Girione

Preparation

Paralyze Check is effective

Enemies frequently use attacks that inflict paralysis, so equipping "Paralyze Check" will make the battle easier. Wh en paralyzed, characters cannot perform proper attacks, s o prioritize equipping it on your attackers. Also, the boss alternates between light, earth, and water elemental spel ls. It would be wise to prepare at least one talisman that p rotects against each of these elements.

Take care

Special Attention

Enemies: When facing large numbers of foes, fortify your defenses

The enemies fought here appear in large numbers at o nce and are prone to focusing their attacks. In particular, Harmass and Ramsool have strong hit detections on their charge attacks, which tend to interrupt our attacks, so it's wise to defend. Also, Lenmeduz and Erakuti are users of a rtes. If these appear together, follow standard tactics and concentrate your attacks on them first to defeat them.

Except for bosses, they are weak to the dark attribute. These Equip a "Christo". If you wan t to focus on offense, put "Dar in the front line. tributes.

There is none, so if there are n interruptions fortunately enemies with strong defe Can be defeated very quickly. Example

Enemy Data

Enemy Data

See page P.401

	Enemy Name	HP	Weakness	Bronze Body	Half reduction	Guard	Items	Characteristics
	Elacti	7668 Yen	Water	Light		–	Dark Bottle Shield Topaz	Uses light-attribute guided magic Uses water-attribute guided magic
	Harmas	10867 Read	–		Light	Wind	Peach Gummy Life Bottle	Rolls up and body-checks Shoots out fur to attack
	Ram Soul	5802 Yen	–	Light		–	Liqueur Bottle Light Powder	Piercing body-check attack Attacks inflict paralysis effect
	Renmeduz	9166 Guan	Water	Light		–	Holy Bottle Protect Topaz	Uses a paralysis-effect formation magic Attacks inflict paralysis effect
	B Hilda (Phantom)	36918	–	–	Light	–	–	Short casting time Directly casts an ultimate art

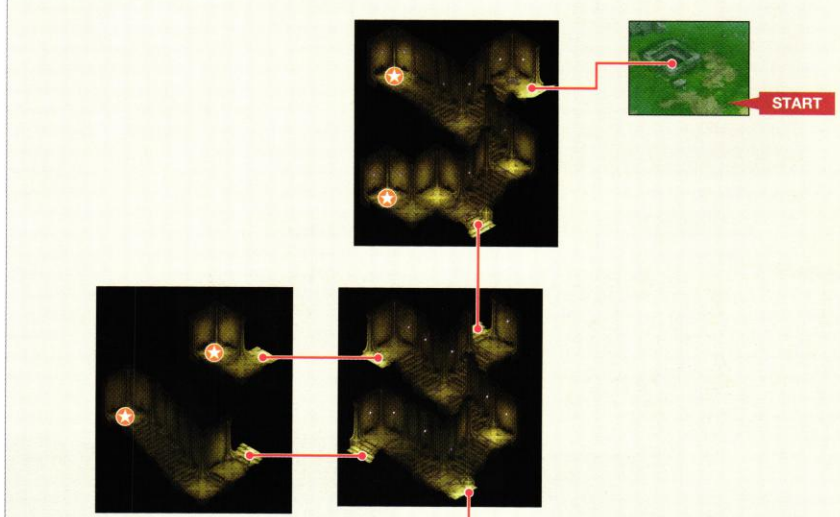
Navigate

Panoramic view of the Gilione Temple

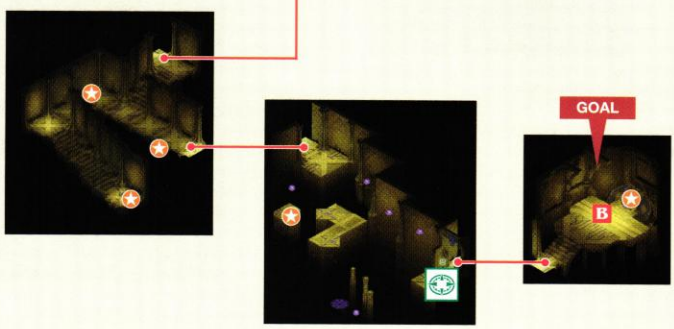
Shrine of Gilione
Complete View

Trap: Aim at targets with lightning The only mechanism is to hit floating objects in the air w ith lightning to activate the device. Lightning tr avels farther if you hold the button down, and when released it makes a special 90-degree tur n. Remember this.

Shrine of Gilione 1 ▶P.300



Shrine of Gilione 2 ▶P.302



Shrine of Gyrion 1

Shrine of Gilione

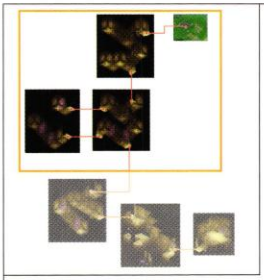
Flow Chart

STEP 1 The shortest route is down-right

As you can see from the map, if you proceed down-right in this dungeon, you will reach the innermost area quickly. Players who think they can get the treasure chests on the way back should push forward at once.

Players who want to advance quickly, of course

Also, it's good to use the "Holy Bottle" together with it.



Panoramic view of the Gilione Temple

Shrine of Gilione
Complete View

STEP 2 Collect the Paralysis Check

If you do not have enough "Paralize Check" items for everyone, it may require a slight detour,

but be sure to pick them up at ② and equip them.

It is especially dangerous if rear-line characters with low HP are not equipped.

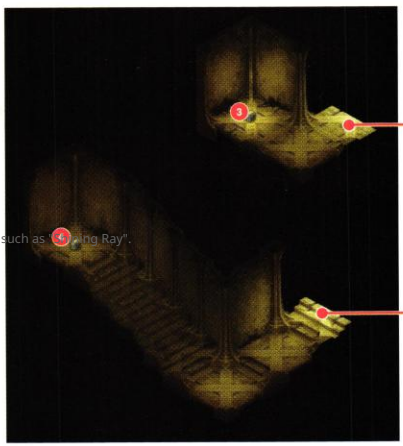
Item list

① Uccharigumi
② Para-rai check
③ Refinement Stone
④ Baulstang

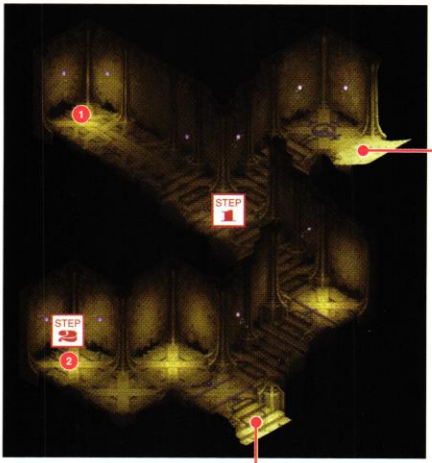
Life Check
Flamberge +10
Rune Armor +8
Nature Emerald
Balalaika Check
Talisman Paralysis Check
Prevents paralysis and adds the light attribute to armor.
If opposing attributes are added, both attributes become nullified.

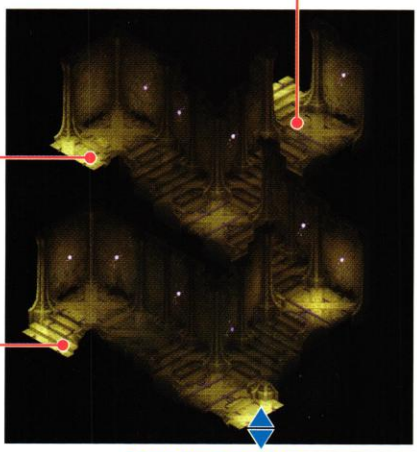
The measures are also effective as a counter against enemy magic such as "[illegible]ing Ray".

They also prove effective.



To p.302





ギリオーヌの聖殿2へ(P.302)

Flow Chart

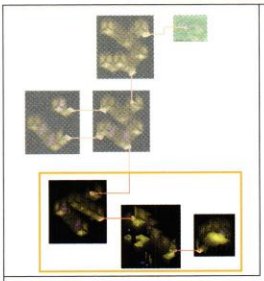
STEP 3 Shoot at the glowing object

From the moving platform, shoot the gl owing objects with the thunder Fole to a ctivate the platform and proceed—this r oom is heavy on puzzle elements. There are two difficult spots. First is the object labeled 4 in the diagram below. It keeps moving left and right, so it's hard to aim . There's no penalty if the thunder misse s, so keep shooting repeatedly to get th e timing down. The other spot is where you use the rotating device labeled 5 to bend the thunder. As shown in the phot o below, bend the thunder just a little to the left of the rotating device's center a nd it should hit the glowing object de ad on.

■ Locations of the glowing objects

If you release the button around here, the device will guide it and it will hit the rotating device and strike the glowing object.

To P.303

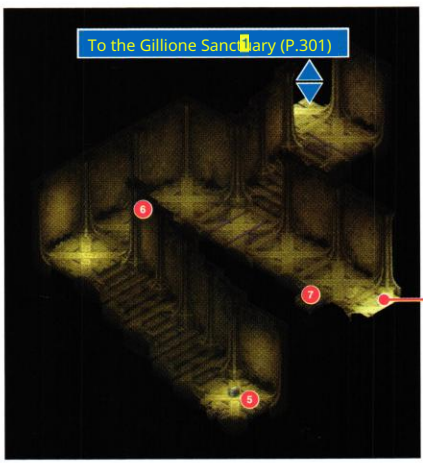


Panoramic view of the Gilione Temple

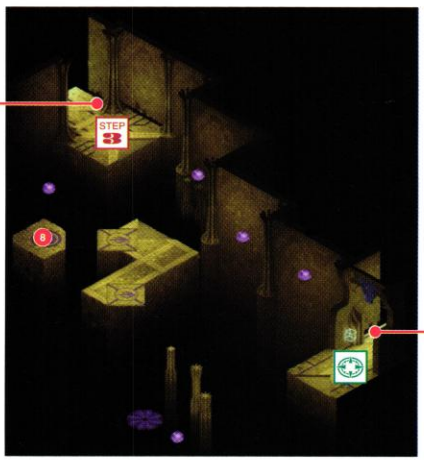
Shrine of Gilione
Complete View

Item list

⑤ Elixir
⑥ Apple Gummi
⑦ Mind Emerald
⑧ Visconti
⑨ Vereil (after Phase 47)



Chapter 1 Knowledge list
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



Flow Chart

BOSS Hilda (Phantom)

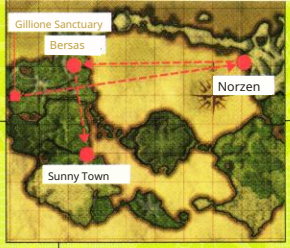
The boss version of Hilda (Phantom) casts spells very quickly. Moreover, she mainly uses powerful spells like "Frigid Coffin" and "Grand Dasher," so if you can't interrupt her casting, total party wipe is inevitable. To stop Hilda's casting, it's recommended to control a front-line character in semi-auto and repeatedly use normal attacks. Hilda (Phantom) shifts lines each time she is hit, but in semi-auto you can keep pressing the button to follow and attack. However, if you use large-motion special skills or Mystic Artes, she may escape by shifting lines. Use those techniques only when Hilda (Phantom) is launched into the air.

If everyone gets caught in the enemy's spellcasting, no one will be able to interrupt it. Spread out and fight.

STEP: Talk with Gillione 4

After defeating the phantom, Hilda receives the power of light from Gillione and becomes able to learn the Mystic Arte "Divine Saber." Gillione then tells the party that the last sacred beast, Randgris, is located on the "Illusory Island." Speaking of illusory things, the adventurer Frantz comes to mind. Leave the sanctuary and head to Norzen to get more detailed information from Frantz.

To Norzen ▶P.304



Norzen ~ Sanii Town

STORY Having undergone the trial, Hilda realizes that this half-body is her pride and gains the power of light. And the party heads to Landg

Exploration of the phantom island that would provide clues to Riese began.

Nolzen~Sannytown

ACCESS

In STEP 5 you will search for the place where the pirates' treasure sleeps. With that in mind, use the free ship to move from Noruzen to Belsas and have the free ship positioned near Belsas.

Flow Chart

Agaete Side Valca

STEP 1 Castle Gate | Go to Calegia Castle

When you exit the Girion Temple, you move to the Agaete Side. Control Agaete (whose appearance is like Claire) and head to Calegia Castle to meet Jirba.

Callegia Castle

STEP 2 Ritual Site Jirba declares war on the Humans

After Sale lets you into the castle, follow the wall to the right to the ritual site. There you will witness a scene where Jirba incites Gajuma to destroy the Humans.

Veigue-side Norzen

STEP 3 Ask Franz at the port about the Phantom Island

At the port, Franz says, "If it's about an island, it's best to ask a man of the sea." At various ports you can hear information such as "Speaking of islands, pirates" and "There are descendants of legendary pirates in Belsas," so try going to Belsas.

Belsas

STEP 4 Ask Mauro about the Phantom Island

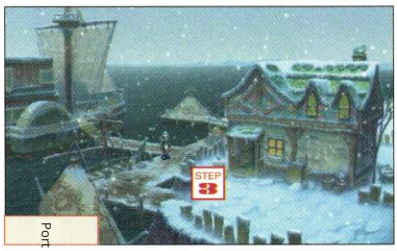
The supposed descendant of the legendary pirate turned out to be Mauro, whom you previously rescued from the Valca detention camp. If you tell him you are "searching for treasure," he will give you a coded note. Board the free ship and head to the location marked on the world map where the treasure lies.

To P.305

Varka

Callegia Castle

Norzen

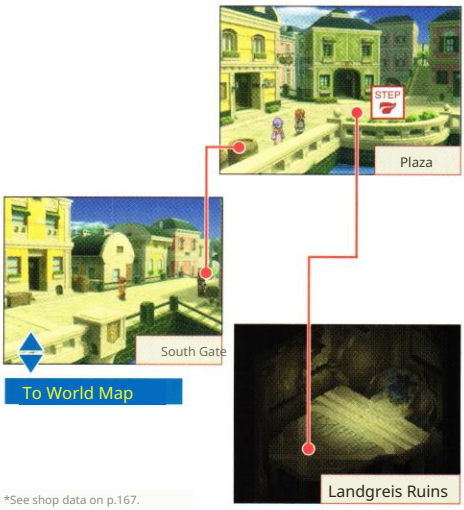


❄ Shop data: see p.263.

Belsas

Field map

Sunny Town



*See shop data on p.167.

Flow Chart

Field map

STEP 5 At sea Hoist the treasure

Conduct salvage at the whirlpool located east of Minaal. It triggers a forced battle, but the enemies are the same as those in normal sea combat, so you should not ha ve much trouble. Defeating them rewards you with the valuable item "Pirate's Treas ure Chest" and the title "Treasure Hunter".

This is the place where the treasure chest sank. Here, bo Pressing Tan allows you to lift the treasure.

Belsas

STEP 6 Mauro's House Give the treasure to Mauro

The treasure chest contains an ancient map. You will need to compare the pre sent map with the ancient one, so pres s the button on the Sunny Town area. T hen you will discover that Sunny Town does not exist on the ancient map and was a "phantom island."

Sunny Town

STEP 7 Plaza | To Landgreis

At the Memory Formation in Sunny Tow n plaza, or by warping from 2 to the Lan dgreis Ruins, Eugene's trial begins. Ther e is no combat; the trial ends once you s peak with all appearing phantoms. Euge ne gains the power of Earth and learns he Mystic Art "Swift Heavenly Strike".

He becomes able to learn it. After that, Ve

The others perform a purification of the thoughts using the po

The purification should have succeeded,

but for some reason the conflicts between the two races have r

Having heard from Shaoroon about disturbances across the world, the party sets out once more 5 t o quell the chaos and restore order. Data

Anikamarl ▶ P.308

Chapter 1 Knowledge
Chapter Analysis
Chapter 3 Scenario
Chapter Sub Event
Chapter 6 Material

Part 3

決戦

Denouement

~The Battle for the Survival of Humans~

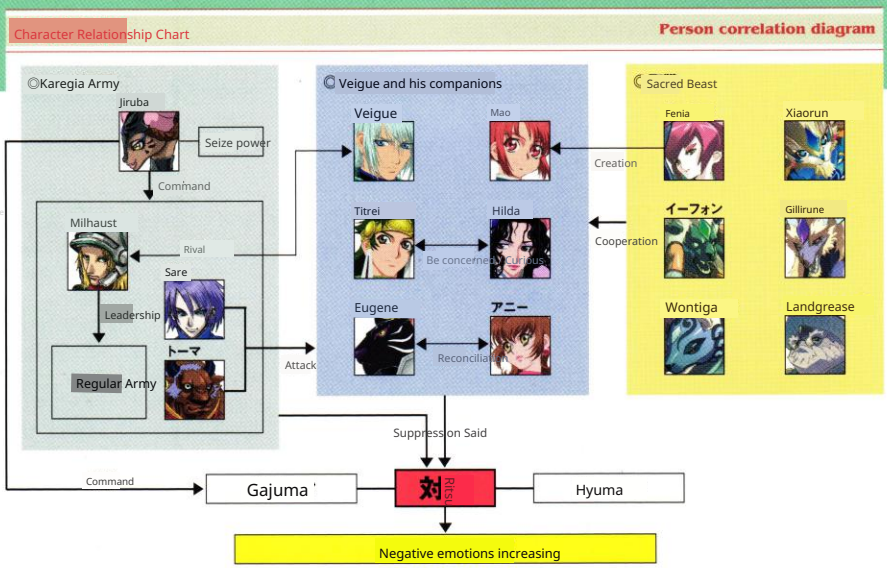
Malignant thoughts planted in Gajuma's heart spawned a hatred toward Humans
and sparked conflicts between Humans and Gajuma across the world.

Even Eugene was no exception to this.

Veigue and his companions journeyed to the eastern continent
They obtained a secret medicine to calm the mind and saved Eugene.

And to stop the interspecies strife occurring worldwide,
they gathered the powers of the six sacred beasts that had sealed the Sacred Beast King to purify the malignant thoughts.
However—!

Once negative emotions took root in people's hearts, they continued to grow
and were now on the verge of producing something that would destroy the world.



Veigue and his companions, having gained the cooperation of six sacred beasts including Shaorun, rush across the land to purify the malignan
t thoughts, but in contrast the Keregia army tries to suppress things by force and stands in their way. With Agate missing, Zilba, who has taken
control of the military, sends Thoma and Sare to Veigue's group and issues a declaration of war against Hyuma. The conflict between Hyuma and Gajuma intensifie

World Map & Flowchart

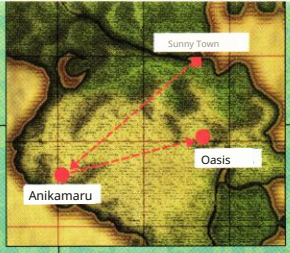
World map & Flow chart

PHASE 48	Anikamar ~ Oasis ※	P.308
PHASE 49	Babylograd Port ~ Azure Sanctuary*	P.310
PHASE 50	Pipista ~ Sacred Torch Stand	P.314
PHASE 51	Mineral	P.316
PHASE 52	Minar ~ Etore Bridge	P.318
PHASE 53	Soolz ~ Sunny Town	P.320
PHASE 54	Beast King Mountain	P.322
PHASE 55	Yuris's Domain Upper Layer	P.330
PHASE 56	Yuris's Domain Middle Layer	P.336
PHASE 57	Grünherde	P.344
PHASE 8	Yuris's Domain Lower Layer	P.346

To the Ending

※Phases 48–50 are not in order. Clearing all three lets you progress to Phase 51.

Anikamar – Oasis



ACCESS

The oasis is northeast by east of Anikamaru. If you ride Shaoroon, you can avoid random battles and arrive quickly.

STORY Although the evil thoughts were purified by the power of the Holy Beast, the negative emotions that had taken root in people's hearts were not erased. Veigue and the others strives to stop the conflicts occurring across the land.

Anikamaru~Oasis

Flow Chart

Anikamaru

STEP 1 Talk to the man in the house

A male Gajuma now lives in the house where an elderly Huma couple used to live. When questioned, he said he drove out the Huma and took over the house. The Huma who were expelled seem to be at the oasis, so hurry and go help them.

Oasis

STEP 2 Inner area: Rescue the Huma

The Huma expelled from Anikamaru are in the innermost part of the oasis. After rescuing the Huma who are being attacked by Viralus, return to Anikamaru.

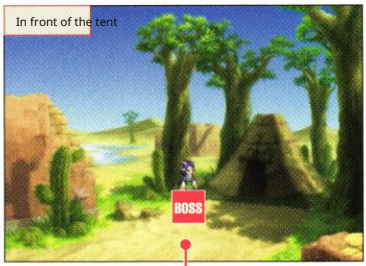
Anikamaru

BOSS Defeat all Viralus

While Veigue and the others are at the oasis, Anikamaru was attacked by Viralus. To save the residents, defeat the eight Viralus at the entrance and alleys, as well as the Viralus in front of Franz's tent. The enemies that appear are the same as those in the oasis, so wiping them out should be easy. Amid this commotion, the Huma and Gajuma reflect on their faults toward each other, and the racial strife in Anikamaru is resolved.

See p.309

Anikamaru



To World Map

※ See shop data on P.181.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Enemy Data

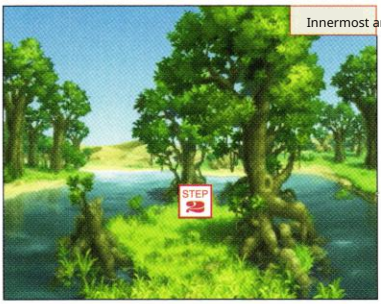
Enemy Data

Reference page P.389

	Enemy Name	HP	Weakness Bronze Body			Guard	Items	Characteristics
	Torineke (Torineke)	3377	–	–	–	Fire	Potato Cheese	Attack inflicts heat/poisoni effect Does not defend
	Hearth Horse	4747	–	–	–	–	Milk Potato	If ally RG is low, it defends If RG is high, it will charge
	Morgator	4372 Fire		–	Water	–	Carrot Lemon	Moves slowly Short in height with a long sideways body
4 Raurow		2316	–	–	–	–	Rice Egg	Appears in groups Does not defend
	Rock Scorpion	2781 Water		–	Land	Fire	Rice Peach Gummy	Defends before certain attacks Its attacks have a slow (sluggish) effect

Oasis

Innermost area



Varka

In Front of the Shop

South Gate

※ See shop data on P.203.

Flow Chart

Agaete Side Valca

EVENT South Gate Plaza Mother Collapses

In front of the fountain, Gajuma's m other suddenly cries out in pain and collapses. Agate, worried, speaks to her, but because she appears hum an, she is rejected. Find medicine fo r her.

STEP South Gate Plaza Receive medicine **4**

When you speak to the Huma boy nea r the fountain you can hear from the o ld man beside him that medicine is sol d at the shop. When you go to the sho p, they say they cannot sell medicine i f it's to be given to Gajuma, but perha ps overcome by Agate's persistence, t hey hand over a bag of medicine.

STEP South Gate Square Deliver the medicine **5**

The contents of the medicine received fro m the shop turned out to be nothing but p epper. At that moment, the Huma boy from earlier brings medicine from his home and everything is resolved 3

Also, at this time Agate receives the title "Proud Traveler," but this is onl y viewable in the status screen and does not provide any parameter bo nuses or other benefits.

To Babylograd Port p.310

PHASE 49

Town | Dungeon

Babylograd Port ~ Azure Sanctuary

STORY In Anikamar, Gajuma and Huma cooperate to repel the Bylas who attacked the village, recalling their previous cooperation. Next, what the party witnesses is the commotion in Babylograd.

ACCESS

Anikamar — travel to Babylograd Port, and from Babylograd Port to the Mountain Cave, travel by Shaorun. From there, pass through the Mountain Cave and go to Babylograd.

Babilograd Harbor~Shrine of Blue

Flow Chart

Babylograd Port

STEP 1 Port — Talk to Dana

According to Dana, the Humans drove Gajuma 衣 back to Gajuma Port and occupied the town. The lift cannot be used, so we will go through the Mountain Cave to check on the town.

Climbing Cave

STEP 2 Use Eugene to break the rocks

The mountain path is blocked by fallen rocks. Break the rocks with the Steel Fole to proceed.

Babylograd

STEP 3 Entrance — Tell Ox about Dana

STEP 4 Talk to the manager at the alley manager's house

STEP 5 Azure Sanctuary — Ask the priest for use of the lift

Azure Temple

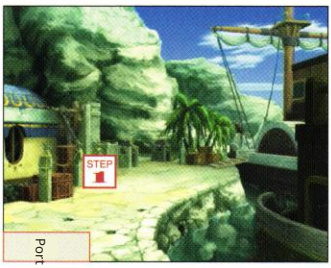
BOSS Rescue the priest and Gajuma from Bairasu

Gajuma, who came intent on killing the priest, chased after the priest and entered the Azure Sanctuary. After defeating Bairasu and rescuing the two, when you return to the town, a spirit of reconciliation begins to grow between the two races.

STEP 6 Go to the square in front of the inn

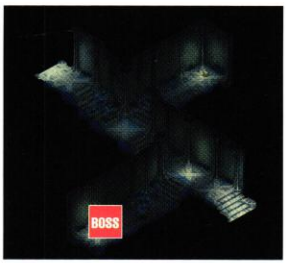
To P.312

Babylograd Port



Climbing Cave

Azure Temple



Chapter 1 Chisato
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

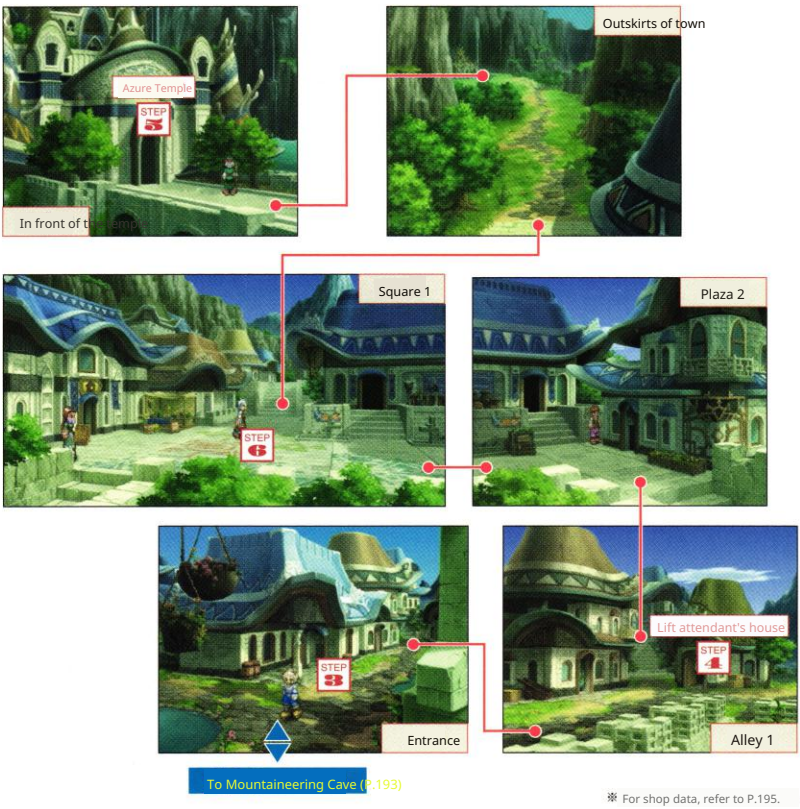
Enemy Data

Enemy Data

See pages P.390, 400

Enemy Name	HP	Weakness	Bronze Body	Guard	Items	Characteristics
Icecret	9761	Haihuo	–	Water 闇	Lime Gummi Feet Onyx	If ally RG is low, defend Perform a line-skip attack
Almedip	6657	Huoguangguanghuo	–	Water Between	Resist Pearl Aqua Powder	Perform a line-skip attack Cast Aqua Stream
Cursecott	4173		–	Water Between	Egg Life Bottle	Cast Arch Shade Defend after certain attacks
Galton	5103		–	Dark	Potato Dark Bottle	Do not defend Move lines after attacking
Glaize Brawler	8297		闇 Water	–	Cucumber Mind Topaz	Use formation technique with freezing effect Defend after certain attacks
Nigshade	3374 Light		–	闇	Lettuce Mind Pearl	Attacks cause panic effect Use formation technique with panic effect
Frolic	7453 Fire		–	Water Between	Holy Bottle Life Bottle	If ally RG is low, defend Launch ice pellets
Rankarkas	6666 Light		–	Water Between	Rice Pork	Attack causes panic effect Performs a line-sweeping attack

Babylograd



※ For shop data, refer to P.195.

Babilograd Harbor ~ Shrine of Blue

Flow Chart

Agate Side Petnajanka

STEP 8 Factory — Enter the factory

Steelworks

STEP 9 Before the innermost area: Hear from Serena and the factory manager

Interracial conflicts had also broken o ut in Petnajanka. According to Serena and the factory manager, the Gajuma working in the factory complained abo ut poor treatment and locked themsel ves away in the back of the factory.

STEP 10 Before the innermost area: Talk to the man

If you speak to the nearby man, Agate (appearing as Claïa) begins trying to persuade the Gajuma, but the attempt ends in failure.

STEP 11 Get a hint to open the power room door

STEP 12 Operate the three levers

After hearing from the factory worker th at "if you operate things carelessly, the machines will heat up and the factory wil l turn into a steam bath," immediately o perate all three levers inside the factory. Unable to endure the heat, the Gajuma and Huma who burst out cooperate to r estore the machines to their original

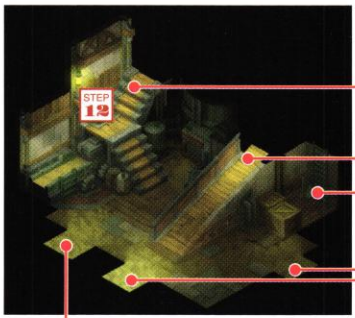
When they straighten things out, that beco mes the trigger that brings the two closer together.

After quelling the Petnajanka disturbance, Aga- te acquires the title "Awakened Queen."

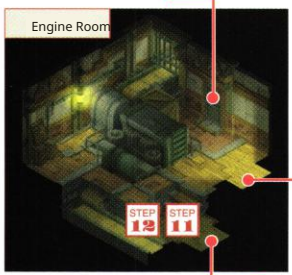
To Pipista ▶P.314

Petonajanka

In Front of th tory

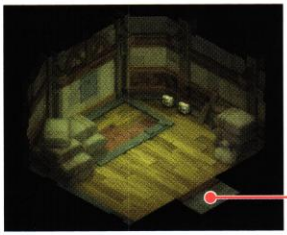


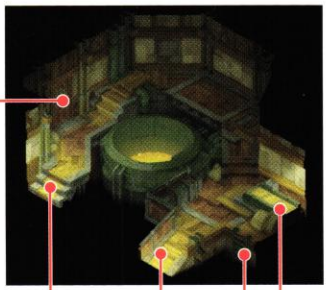
Engine Room

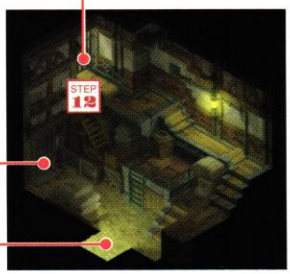


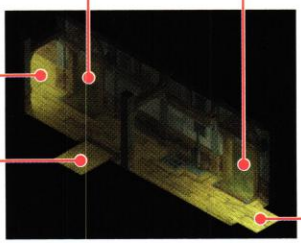
In front of the deepest part

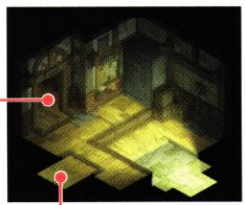
Steelworks

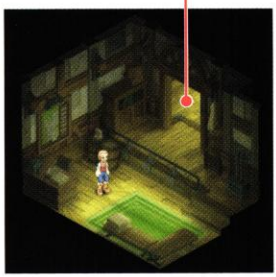


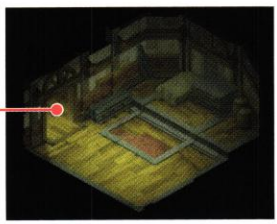












Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Pipista ~ Sacred Flame Stand

STORY: The cooperation to defeat Viral in Babylograd became the catalyst for reconciliation between the two races. While traveling the world, Veigue and his party next encounter the commotion in Pipista.

ACCESS

To travel from Babylograd to Pipista, ride Shaorun east. You can also use Shaorun when moving from Pipista to the Sacred Flame Stand.

Pipista~Flame-holder

Flow Chart

Pipista

STEP 1 Entrance — Talk to the man as Eugene

The seven came to ask the chief about Pipista's current situation, but the residents still dislike Humans as before. Switch the displayed character to Eugene before entering.

To get Veigue and the other Humans inside, Eugene passes them off as servants.

STEP 29 Chief's House — Ask the Chief about Pipista's recent situation

Dobal even created classes within Gajuma and discriminated. However, he insists that things are going well because of that.

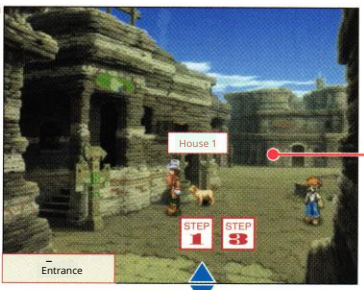
STEP 3 入口 — Attempt to leave Pipista

STEP 4 Square 1 — Witness a fight between Gajuma

When leaving the village, Toppo and Rei are reported missing, and their parents start making a huge fuss, trying to stop them. Since the parents only keep insulting each other without finding a solution, Veigue and the others decide to search for them.

See p.315

Pipista



To World Map

※ See shop data on p.242.

Person

Toppo

A boy from Gajuma. He was close friends wi th Rei, but because of their differences in ap pearance they were forbidden to play toget her. Rei

The girl is a Gajuma with wings, a noble citizen. S he is forbidden from playing with Toppo, who is of a lower class.

Doval

The chief of Pipista. To maintain village order, h e divided classes among Gajuma of the same ki nd based on appearance. Under this class syste m, Gajuma who share his own horns are design ated as Special Citizens, winged Gajuma as Nobl e Citizens, other Gajuma as Second-Class Citizen s, and Huma are treated as Inferior Citizens.

Sanctuary Brazier

To World Map

Mineral

Flow Chart

Sanctuary Brazier

STEP 5 **Find the children**

There are no children in Pipista. Pipis The other likely place children would go around the evening area is the sacred br azier. Head to the sacred brazier to search for the children.

The children are at this sacred brazier, which c orresponds to the head among the eight braziers.

Pipista

STEP 6 **Bring the child to the square**

Even after the child is delivered, Veigue sc olds the two parents who keep fighting. Be cause of this incident, the residents of Pipi sta will likely rethink their views on races.

[Agathe Side Minaal

STEP 7 Port | **Approach Misha**

When you approach Misha, he begins to t ry to persuade Huma and Gajuma, but th ey dismiss him outright. Agathe then ste ps in, cuts in between them, and scolds both of them.

To Minarl ▶P.316

PHASE

51 ~Town of Surf Roar~

Mineral

ACCESS

To get from Bibbista to Minar, it's best to t ravel by Shaolune, but the area around Mi nar has fences that make landing difficult. Try to land at a spot a little farther away.

STORY Seeing Kei attempting to cut off his wings to play with Toppo makes the adults of Pipista reflect. At that time, Gajuma and Huma of Mina hil are on the verge of an all-out clash.

Minal

Flow Chart

Mineral

STEP 1 Plaza — Witness the conflict between Huma and Gajuma

Misha, Kyria, and Veigue try to stop the skirmish between Huma and G ajuma, but there is no sign of it cal ming down. The Karegia army then arrives and suppresses the riot.

STEP 2 入口 — Talk with Kyria at the inn

STEP 3 Entrance — Talk with Misha at the inn

Frustrated that he could not return C lea to her original form, Veigue could not properly control his Fole and his hand had frozen. At that time, he wa s able to hear from Misha about a si ghting of Agate, and he headed to th e port to follow that trail.

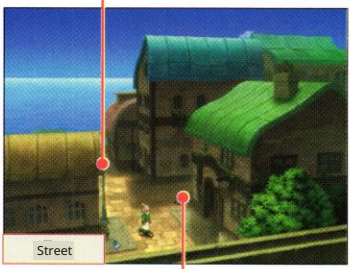
Misha met Agate (who looked like Clea) at th e port and said she stopped a scuffle.

STEP 4 Port — Hear information about Agate

See p.317

Mineral

Plaza



Street

Entrance

To World Map

※ For shop data, refer to p.147.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Misha

He tries to stop the conflict between the Hyuma and Gajuma but is rebuffed by both sides.

Curia

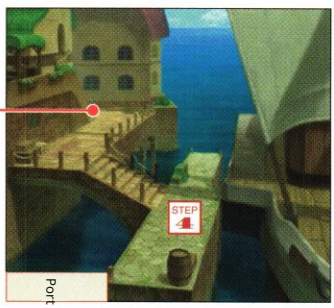
The famous doctor of Minarl. He is outraged tha t injuries from the fights between the Hyuma and Gajuma never cease.

Enemy Data

Enemy Data

See reference page P.402

Enemy Name	HP	Weakness	Guard Body	Half reduction	Guard	Items	Characteristics
B Veigue (Rampage)	18835	–	–	–	–	–	Most attacks do not cause staggering Excels in attack power and movement speed



Port

Coast

Flow Chart

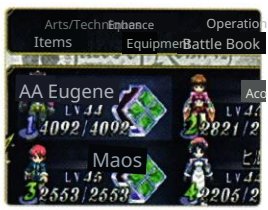
STEP 5

Square — Speak to a Karegia soldier Se eing a Karegia soldier cause a commo tion, mistaking Claire (who looks like A gate) for the queen, Veigue finally run s amok. The encounter immediately pr oceeds to a boss battle, so complete y our preparations beforehand.

Coast

BOSS Veigue (Rampage)

Hard enemy who rarely staggers and ra mpages by repeatedly using special tec hniques and artes. Therefore, tactics lik e using a decoy and attacking with arte s—effective when fighting Eugene (Ram page)—are less likely to work. Equip all party members with "Freeze Check" in a dvance so any targeted ally can withsta nd it. Special techniques are hard to lan d, so artes are the main means of attac k. Choose artes that prioritize power.



For berserk opponents, arts are more effective than melee. You should include Mao and Hilda.

To Minarl ▶P.318

Minar ~ Etore Bridge

STORY Unable to find Agate, Veigue's anguish reaches its peak, and he finally runs out of control. Realizing that he himself is the cause of the rampage, Claire leaves Veigue.

ACCESS

From Minar to Etoray Bridge there is no choice but to go on foot. It becomes Veigue's solo journey, but even if you encounter normal battles along the way, you won't face opponents that give

Minal~Etoray Bridge

Flow Chart

Mineral

STEP 1 Entrance — Meet Annie at the inn You wake up on the bed and, upon leaving the room, meet Annie. You ask her about Claire's whereabouts, but she says she hasn't seen her. Go into town to look for Claire.

STEP 2 In front of the town hall — Ask Misha about Claire's location

You meet Misha in front of the town hall. Misha tells you that Claire headed north.

Etrey Bridge

EVENT Battle with Milhaust

Veigue heads alone toward the Sorz area. However, at the midway Etrey Bridge, Milhaust is lying in wait, and Claire is told to stay where she is. Afterwards, Milhaust challenges him to battle, but

Veigue, troubled in his heart, is defeated without any means to resist.

During the solo journey to Etrey Bridge, Shaolun cannot be used. He must proceed on foot.

See p.319

Mineral

To World Map

※ For shop data, refer to p.147.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Person

Agate

She had vanished while appearing as Claire, but after nursing the wounded Veigue, she once again accompanies them.

Milhaust

To the wavering Veigue, she taught by the sword the importance of conviction. What, exactly, is her true intent?

Enemy data

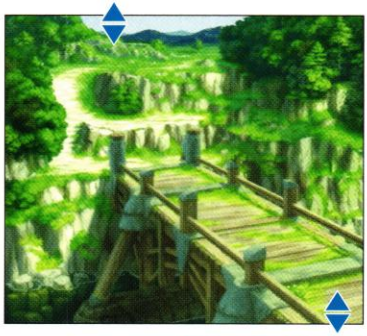
Enemy Data

See reference page P.402

Enemy Name	HP	Weakness	Steel Body	Half Damage	Defense	Items	Characteristics
B Mirhaust	8324	–	–	–	–	–	Uses an unblockable staggering attack Uses advancing defense
B Titre	3120	–	–	–	–	–	Unarmed Battle forcibly ends midway

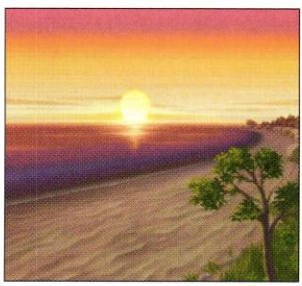
Etrey Bridge

To World Map



To World Map

Coast with a view of the setting sun



Flow Chart

Mineral

STEP 3 Entrance | Reunite with companions

Upon leaving the inn, you reunite with Agate and the companions who carried the wounded Veigue. Titre calls Veigue, who is still troubled and alone, out to the beach.

STEP 4 入口 | Leave town and head to the beach

Coast with a view of the setting sun

EVENT Fight by exchanging blows with Titre

Against the backdrop of the sinking sunset, they engage in a one-on-one duel. After the outcome, Veigue, who confided his true feelings to his companions, heads to Sulz, the starting point o

Here, you simply keep hitting. If either side is struck ten times, the duel ends.

To Sools ▶P.320

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Soolz ~ Sunny Town

ACCESS

All carriages and scheduled ships connecting to Razilda are unusable. Even if you approach Razilda on foot, you will be forcibly placed on Shaorun, so from the start you should take Shaorun.

STORY After Titorei admonishes him, Veigue finally opens his heart to his companions. Determined to reassess himself, he returns to Sulz, the starting point of the journey.

Sulz~Sannytown

Flow Chart

Souls

STEP 1 Alley 2 — Tell your parents what happened

STEP 2 Alley 1 — Go to see Poplar

STEP 3 Alley 2 — Poplar comes to Claire's house

In STEP 2 she didn't show her face, but it seems Poplar understood his feelings. At her suggestion they decide to hold a pie party, so let the villagers know about the party.

STEP 4 Invite villagers to the party

STEP 5 In front of the meeting hall — Talk to all participants

The party begins, and the story progresses when you speak to everyone.

STEP 6 South Gate — Greet your parents and go outside

Through interactions with his parents, Poplar, and the villagers, Veigue casts aside his inner doubts. This will be his final departure.

To P.321

CHECK!

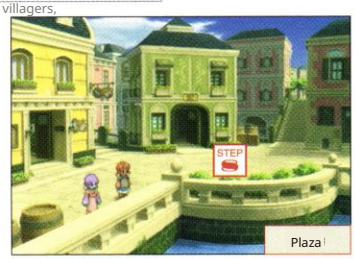
The Course of Steve and Monica's Romance

If you have seen all of Steve and Monica's sub-events so far, the two happily become a couple during the party. As a reward, you obtain Veigue's weapon "Barusunku" and the title "Cupid of Love."

Souls

To World Map

Sunny Town



*See shop data on p.167.

Character Person

Poplar

Although calmed by the purification of thoughts, she regrets having spoken abusive words to Hyuma.

Steve

He has feelings for Monica but is distressed that he cannot encourage the constantly crying Monica.

Rakiya & Marco

They listen to Veigue's troubles and dou bts upon his return to Soolz and point hi m in the right direction. Also, Agate, wh o returned with Veigue in the form of Cl are, sees through that she is not the rea l Clare but, without making a fuss, treat s her as Clare.

* See shop data on P.135.

Flow Chart

Field Map

STEP 7 — Head to Razilda from Shaoloon

The party restores the former atmo sphere to Soolz, and Veigue's doubt s vanish. However, at that time an e erie rumbling is heard coming from the eastern continent.

When you go around Razilda from Shaoloon, a great earthquake and tsunami cause Razilda to sink.

Sunny Town

STEP 8 — Plaza — Talk to the Sacred Beasts

The Razilda incident was a calamity caused by people's negativ and at this rate the world will be destroyed

they say. There is only one way to stop it: three things. Revive the Sacred Beast King Georgias and borrow the king's power.

EVENT — A Premonition of Clash

When Milhaust learned that Veigue and the others had gone to Beast King Mountain to revive Georgias, he shook off Claire's persuasion an d headed for Beast King Mountain.

To Beast King Mountain ▶ P.322

Mount Sovereign

Beast King Mountain

STORY The party headed for Beast King Mountain, where Georgias's remains are said to lie asleep. Facing them, standing in the way of their hope for Georgias's revival, were the kingdom's elite forces, led by the Four Stars.

ACCESS

King Mountain is north of Valca. It is located to the east-northeast of Sunny Town; if you ride the Shaorune, you can arrive in about 15 seconds.

Preparation

Prepare a list of Earth and Water attributes

Here there are Shisei, Milhaust, and Zirba, and there are as many as three boss battles. Milhaust and Zirba have no weaknesses, so there is no offensive countermeasure against them; however, against Shisei, Sale is weak to Earth and Toma is weak to Water, so equip gear that can attack with those attributes.

"Check" is essential equipment. Use the strike. For everyone, "Panic Chi Jlba is a powerful dark-attribute full-party attack armor nullified.

Be aware — Special Attention

Watch out for the enemy Vabilis's RG

There are no powerful artes users among the enemies that appear, so battles are easy. However, when Vabilis enters Rush Burst state, it performs a powerful charging attack. Because it hits multiple times and deals heavy damage, defeat it quickly with concentrated attacks.

If Vabils is turning red, it's better to leave it to others. Step away for a moment, and rely on the rear guard sorcerers.

Enemy Data

See reference page P.402

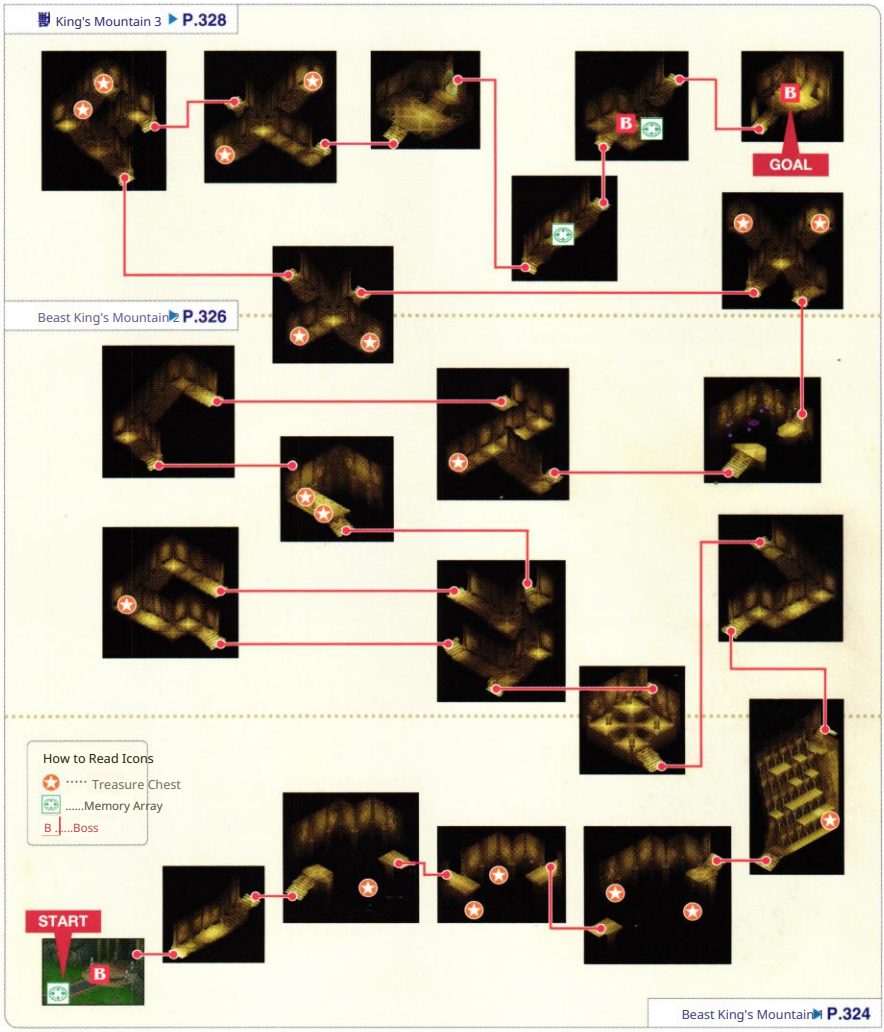
	Enemy Name	HP	Weakness	Steel Body	Half reduction	Guard	Items	Characteristics
	Acranazzo	7230	–	Water	–	–	Peach Gummy Shield Topaz Reflects	Short in height damage when defending
	Archepter	935	–	Wind	–	–	Ucchari Gumi Mind Emerald	The pack's wave attacks are powerful Breathes out a breath/dragon breath
	Vabilus	12503	–	闇	–	–	Burst Bottle Muscle Topaz	Battle starts at RG100 Defends when ally RG is high
	Marlon Ape	9798	–	Land	–	–	Peach Gummy Grape Me	Has long reach Performs a 3-hit consecutive attack
	B Sale	34,500 land		–	Wind, Dark	–	Gale Powder Grape Grami	Moves quickly Uses wind-attribute sorcery
	B Toma	51,000 water land, fire, interval			–	–	Life Bottle Hit Tempering Stone	Excels in steel-body (enhanced physical resilience) High HP and attack power
	B Miritsa	17050	–	Water	Light	–	Grape Me Light List	Uses wide-area guiding magic Moves by teleporting
	B Wartu	27420	–	–	Dark	–	Life Bottle Panic Check	Attacks inflict panic Iaijutsu drawn strike cannot be blocked
	B Mirhaust	8324	–	–	–	–	Forte Sword Double Trick	Uses unblockable rigid/staggering techniques Uses forward-moving defense
	B Jirba	100000	–	Light, Dark	–	–	Misty Emerald Magical Aroma	Does not flinch while chanting Use esoterics and formation arts

Navigate

Beast King's Mountain panorama

Mount Sovereign Complete View

Traps: Disarm traps with everyone's Foles Most of t he traps in the Beast King Mountain are the same as t hose encountered so far. The ones that produce rain to reveal the path and those that ignite red smoke ap pear for the first time, but they are not complex traps , so getting past them should not be difficult.



Flow Chart

BOSS 1 Four Stars

First, equip the front-line with "Earth Wrist" and target Sale, who uses powerful Artes. Sale often runs toward a safe location before casting, so chase after and interrupt the casting. After Sale, defeat Militza and Wald, in that order, as they have lower HP. When only Toma remains, change the front-line's equipment to "Aqua Wrist," concentrate your attacks, and take him down quickly.

Control the vanguard and focus solely on targeting Sale; this is the simplest strategy to defeat him.

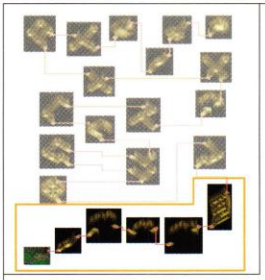
STEP 1 The transparent floor becomes visible with Annie's Rain Fole.

At first glance it looks like there is no path, but in fact there is a transparent floor. If you use Annie's Fole to make it rain, the floor will get wet and become visible, so follow it to reach the next room. Note that even if you miss a step and fall from the floor you can recover by repeatedly pressing a button, but if you are hit by an enemy that approaches each time you make it rain, you will have to start over from the entrance.

If you collide with an enemy that approaches each time you make it rain, you will have to start over from the entrance.

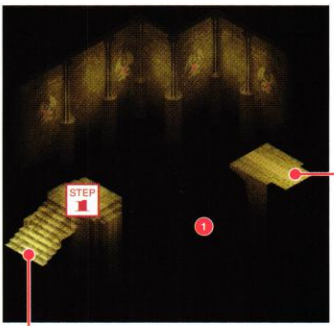
■ Walkable floor

See p.325



Beast King's Mountain panorama

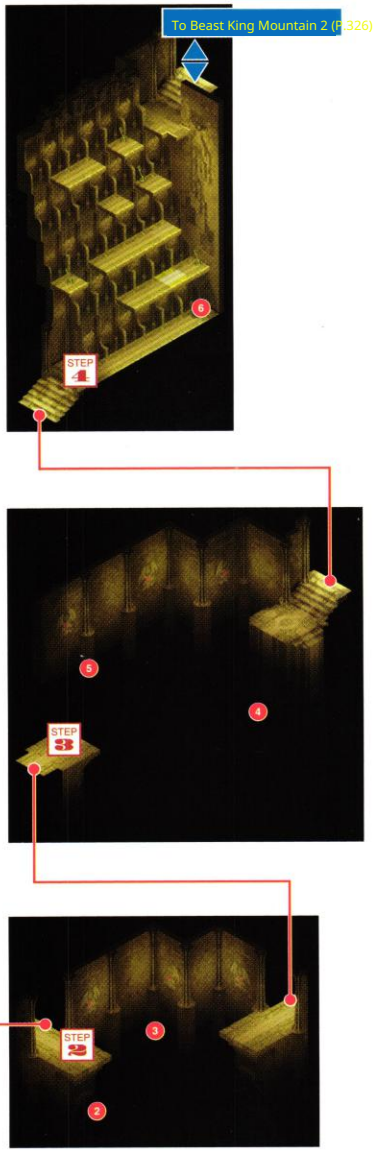
Mount Sovereign
Complete View



Item list

- Gel Prickid
- ② Liqueur Bottle
- ③ Lime Gummy
- ○ Life Bottle
- ⑥ Banashia Bottle
- 6 Grape Me

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Material

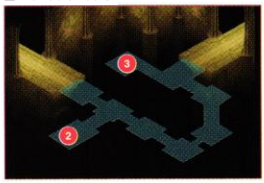


Flow Chart

STEP 2 Proceed through the second room the same way

This room also has transparent floors. If you follow the diagram there should be no difficulty.

■ Walkable floors



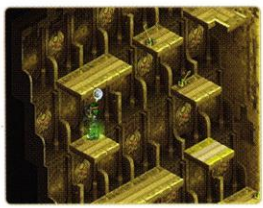
STEP 3 This is the last transparent floor

The final room following the transparent floors. Treasure chest should be collected as much as possible.

■ Walkable floors

STEP 4 Extend vines with the Tree Fole

Using the same mechanism as the Ephon Temple, as before, proceed by knocking down all the switches with the vines. While climbing from the left side of the screen, after you have knocked down all the switches except for the far right one, climb from the rig



If you climb from here you can knock down the topmost switch. Then, descending once is the shortest route.

To P.326

Flow Chart

STEP 5 Stop the pillar's movement with the Steel Fole

Shoot Steel Foles into the four moving pillars; if you stop the movement of all the pillars, a staircase forward will appear. You do not need to charge when firing Foles, and even small Foles can stop them. Note that a pillar you stop will start moving again after a while, so quickly stop the pillars one after another.

STEP 6 Ignite the blue smoke with the Fire Fole

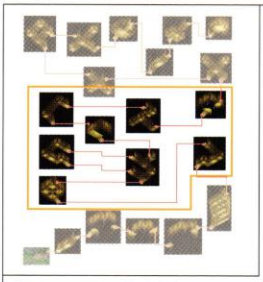
Use the Fire Fole to ignite the red smoke in the foreground so that the two blue smokes in the back catch fire simultaneously to proceed — that is the mechanism. Of the six floor switches, up to three can be stepped on at the same time; to move forward, step on the three left switches first, then ignite the red smoke. Incidentally, if you step on the three right switches and ignite, a chest containing "Rout Liquid" will appear; if you step on the 2nd, 3rd, and 5th switches from the left and ignite, a chest containing "Violet Liquid" will appear.

STEP 7 Shoot it down with the Lightning Fole

Like in the Gilyone Temple, there's a mechanism where you shoot luminous objects with the Lightning Fole. If you fire into the rotating device, the lightning's trajectory will change and will often hit the target on its own. As before, there is no penalty for missing, so try firing several times to get the timing right.

Lightning will turn in the direction of the arrow drawn on the floor switch.
Step on the switch in the direction you want it to turn.

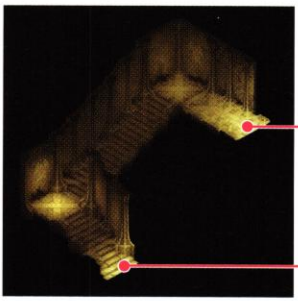
See p.328

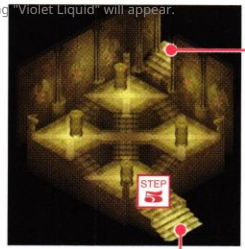


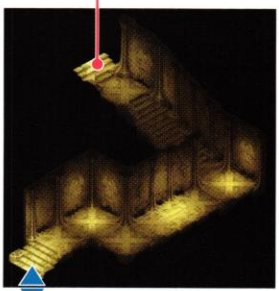
Item list

7 Sage
8 Violet Liquid
9 Roth Liquid
10. All Divide

Beast King's Mountain Panorama
Mount Sovereign
Complete View

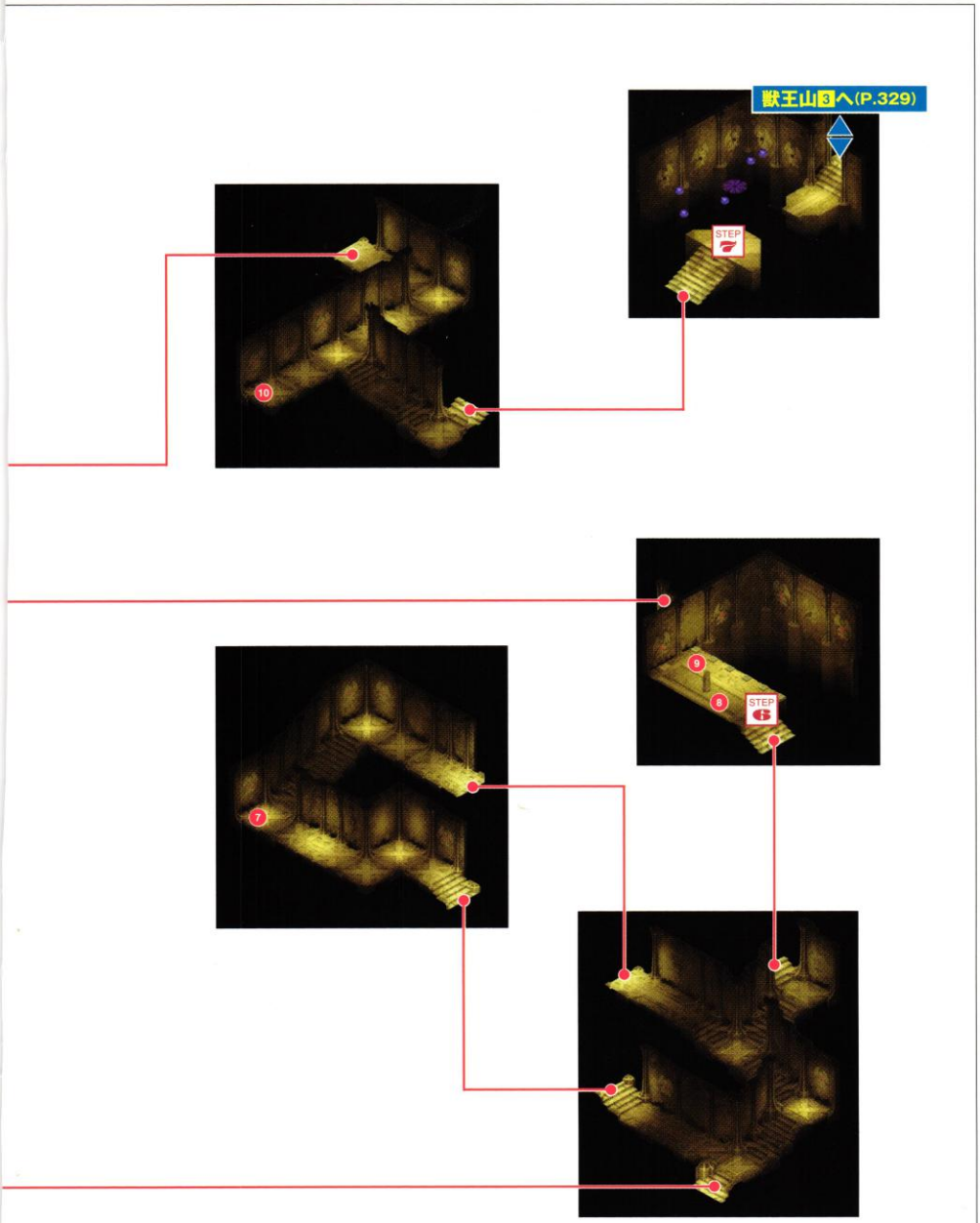






To Mt. Beast King (P.325)

Chapter 1 Chirin
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Material


獣王山3へ(P.329)
STEP 7
10
9
8
STEP 6
7

Flow Chart

STEP 8

Rapid-fire ice Fole

Shoot ice Foles into the snake-like object s to freeze the pools of water on all sides and open the path. You should be able t o pass simply by continuously firing ice at the snakes.

BOSS 2

Milhaust

This is a one-on-one duel that results in a game over if you lose. First, be aware of th e super-powerful special move that activat es about 10 seconds after the battle begin s. Until then, focus on defense. The enemy has normal attacks and attacks with a slig htly shifted timing; the latter cannot be gu arded against (forward guarding is possibl e) and will leave you in a staggered state. Basically, keep your guard up and counter attack after blocking normal attacks. If an unblockable move comes, risk a forward g uard to try to counter it.

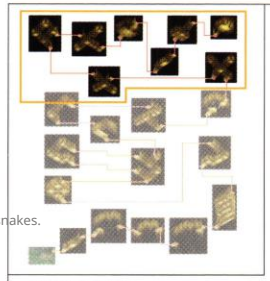
BOSS 3

Jiruba

Jilba uses a dark-elemental, party-wi de attack called "Shade Moon Rebell ion" at the start of battle and again when her HP drops to around 20,00 0. Even if it is halved by a "Panic Che ck," it still inflicts considerable dam age, so concentrate on healing whe n it is triggered. She also uses other powerful magical circle arts, so it is crucial to heal HP frequently and ke ep everyone's HP high.

If you fight for a long time, Gilva's HP will be around 20,000
The second all-out attack will be used on (them) at (that) point.

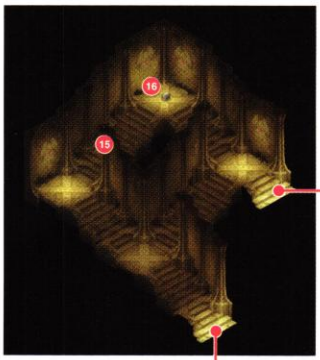
To Yuris's Domain — Upper Layer P.330

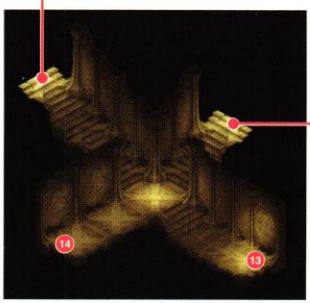


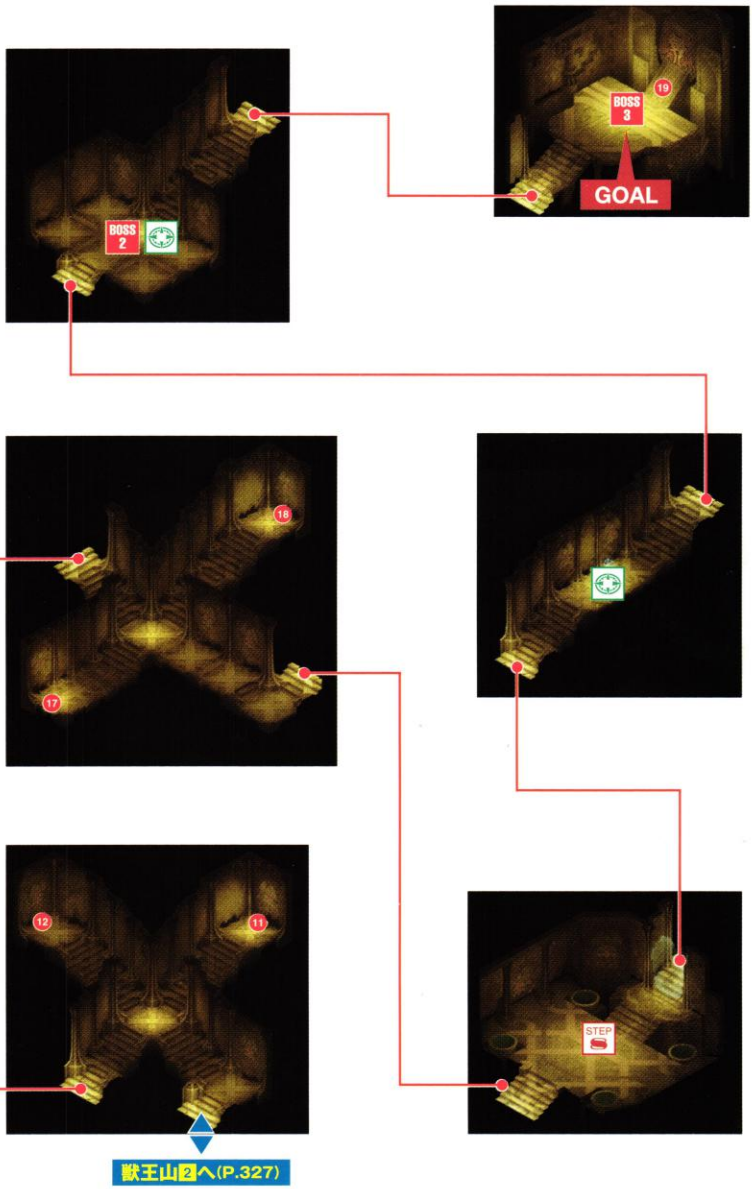
Beast King's Mountain panorama
Mount Sovereign
Complete View

Item list

11 Art Training Stone
12 Life Bottle
13 Ancas
14 Foles Emerald
15 Apple Gummies
16 Elixir
17 Muscle Emerald
18 Maximilian
19 Sage (from Phase 55 onward)

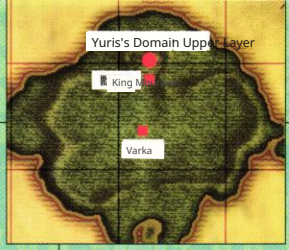





BOSS 2
BOSS 3
19
GOAL
18
17
12
11
STEP 8
獣王山2へ(P.327)

PHASE 55

Town | Dungeon



Yulis's Domain - Upper Layer

STORY The suddenly appearing destroyer, Yulis, easily defeats the revived Georgias and creates Yulis's domain above Beast King's Mountain. The party boards Shaorun and rushes into the domain.

ACCESS

The entrance to Yuris's Domain is a black sphere that formed just above Beast King Mountain. You can enter it by approaching while riding Shaolun.

Upper Yuris' Realm

Preparation
Prepare in Valca

After clearing Beast King Mountain, superior weapons and armor will begin to be sold at Valca's weapon and armor shop (see p.362). While there, you should return to Valca once to restock healing items. Also, it's a good idea to purchase the Forti-series equipment—the best gear available at the shop—and transfer your previous equipment onto them. Except for extremely rare unique equipment, those will be your final equipment.

Take care — Special Attention
No problem if you stop enemy chants

The enemies that appear have large HP, but they don't use particularly dangerous attacks. When Tord Ivy appears, you must interrupt its chanting or the damage will be severe; otherwise, there shouldn't be anything special to worry about. If you struggle against these enemies, things will only get tougher ahead. If you're uneasy, raise your level to around 55 so you can easily defeat the enemies on this upper layer.

It can be said to be another method. If that is the case, use it as is The latent effect of the immediately preceding equipment is strong

Enemies who use sorcery tend to be further back Theory is to aim for them. There are many. Try to avoid the enemy front the whenever possible

Enemy data — Enemy Data

See page P.404

	Enemy Name	HP	Weakness	Guard Body	Half reduction	Guard	Items	Characteristics
	Derivall	12708 Light	—	Dark		—	Potato Nature Topaz	Negative-effect arc magic circle Breathes poisonous mist (not actually poisonous)
	Tolido Ivy	8192 earth	—	Wind		—	Beef Resist Topaz	Uses wind-attribute sorcery Long reach
	Barti	10015 fire	—	Water		—	Onion All Divide	Rush charge Attacks inflict heat poison effect
	Razsaur	13316 wind	—	Land		—	Carrot Prao Liquid	Rush charge Performs a charging attack

TOPICS

Do enemies on the upper level not move?

The enemies that appear on the upper level of this Yuris domain act like gatekeepers of the area. Perhaps for that reason, they often wait and observe until we land an attack, but once hit even once they unleash a furious counterattack. Considering this trait, otherwise useful wide-area Foles will only encourage the enemies' fierce retaliation. If you want to fight more safely, arrange your party members into a single line in the formation settings and use only narrow-range techniques so you can take down the enemies one by one.

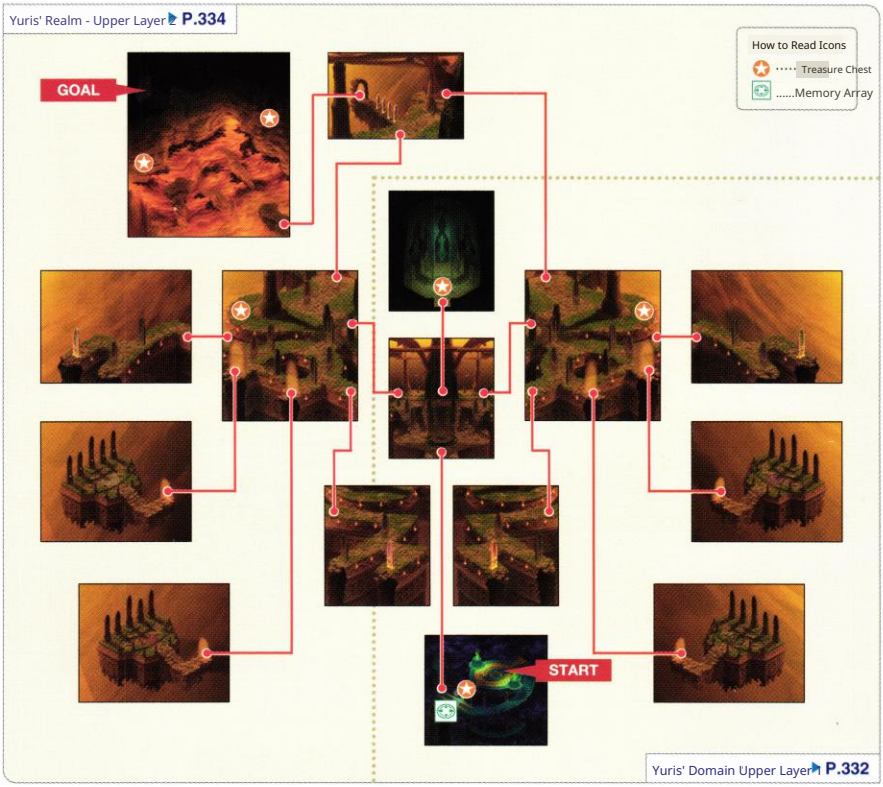
Navigate

Yuris' Realm - Upper Layer Panorama

Upper Yuris' Realm Complete View

Trap: Break through the walls whose flames match the colo r and advance. Use a steel Foles to break the walls and open t he path to the middle layer. Only walls that match the color of the flames burning on the outer wall will break. The flame col ors change when you solve the puzzles in the rooms correspo nding to each color. Note that enemies may appear after a wall is broken.

Yuris' Realm - Upper Layer P.334



Yuris' Domain Upper Layer P.332

Trap: Room that changes the color of flames In the room w here inscriptions concerning Titlay (green), Mao (red), Annie (b lue), and Hilda (purple) are lined up, aiming a Fole at the inscri ption that has the correct content will change the color of the exterior wall flames to the color of each room. However, if you choose incorrectly, enemies will appear.

Yulis's Domain - Upper Layer 1

Upper Yuris'Realm

Flow Chart

STEP 1

Smashing the four-colored walls

When you smash the four-colored walls with the Steel Fole, a path that ultimately leads to the next floor will open, making the entire map a single puzzle. Only walls that have the same color as the flames burning on the exterior walls can be broken. If you use a Fole on any other wall, you will take damage. The flames are red at first, but in the four corner rooms of the upper layer—purple, green, blue, and red—if you use a Fole on the correct inscription (see map), you can change the flame color to match that room. It is a complex puzzle, but the fastest-clear route is shown in the table below. As an example of the first part: with the flames red, break walls 1–6, then change the flame color to green in the green room and break wall ⑥, and so on. By the way, breaking walls can trigger battles with enemies, cause you to take damage, or yield items.

■ Order to break the walls

The Color of Flame	Breakable Wall (Icon on Map)
Red	1 2 3 4 5
Green	6
Green	7 8
Green	9 10 11
Blue	12 13
Green	14 15 16 17
Red	18
Green	19 20
Red	21

1 ····Wall on the upper level of Yuris's Domain

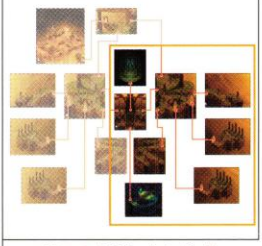
① · · · Wall on the upper level of Yuris's Domain

To P.334

CHECK!

Use the recovery station

There is a recovery station near the upper entrance that can be used unlimitedly. Examining the central wall in the room will give a hint for clearing the upper level and at the same time fully restore the HP and FG of the entire party. You can also recover by breaking any of the four colored walls in the room while the flame of the corresponding color is lit.

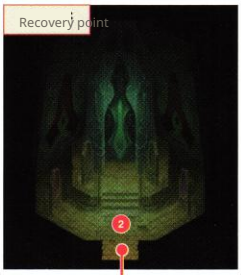


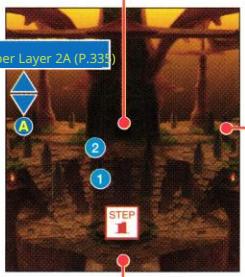
Overview of Yuris' Domain upper layer

Upper Yuris'Realm
Complete View

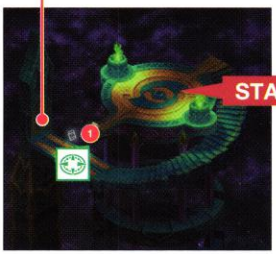
Item list

① Recover Emerald
② Elixir
3. Life Bottle



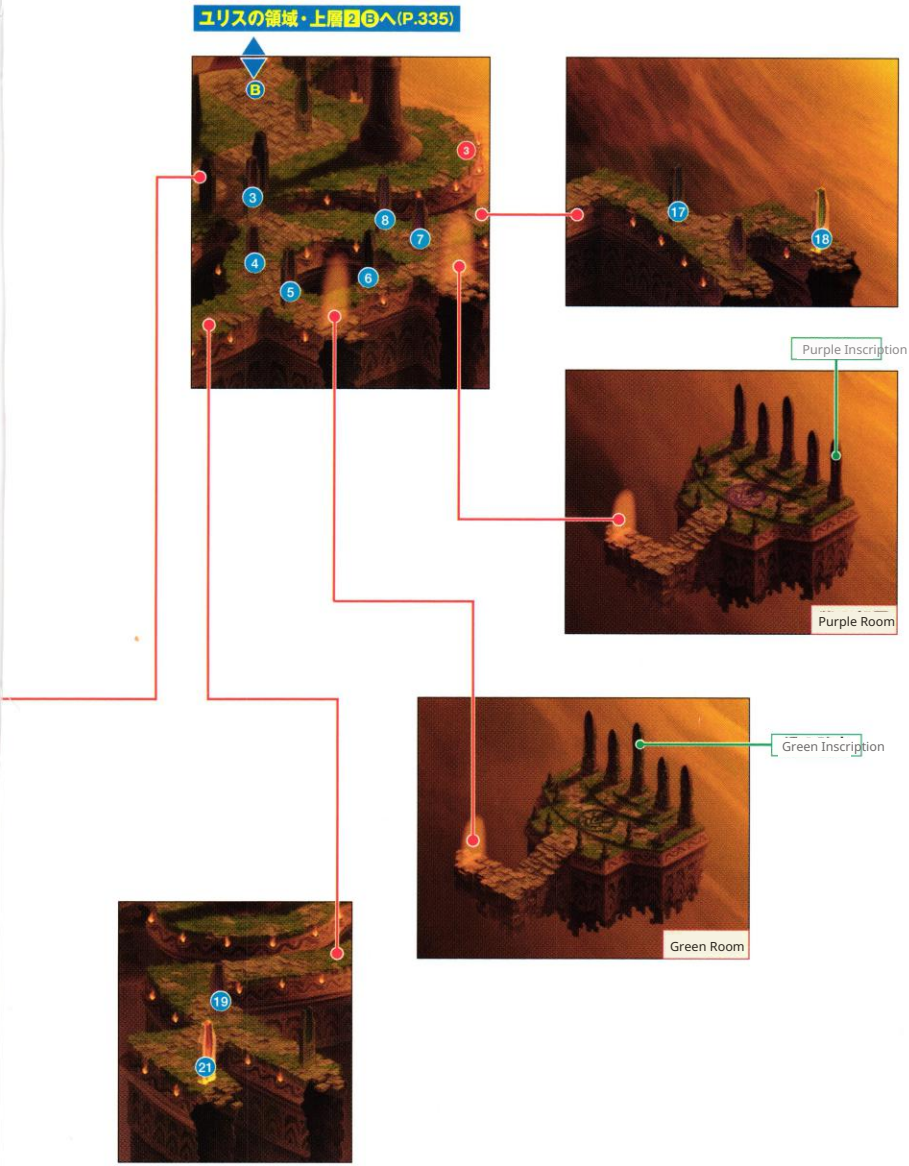


To Ulysses' Domain - Upper Layer 2A (P.335)



※ The map from START to the map above is one-way. Also, using the warp to Yuris's Domain middle level (P.336) or Grunhilde (P.344) will move you to the location of the memory circle on this map.

Chapter 1 Know
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


ユリスの領域・上層2 Ⓑへ(P.335)
B
3
3
8
7
4
6
5
17
18
Purple Inscription
Purple Room
Green Inscription
Green Room
19
21

Yuris' Realm - Upper Layer 2 (Upper Yuris' Realm)

Flow Chart

Yuris' Realm Upper Layer 2

STEP 2 Freeze the fireballs and go deeper

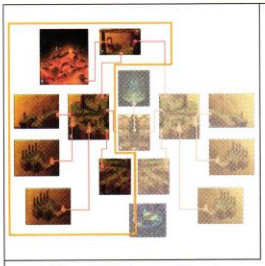
In the room where lava spurts out, use Veigue's ice Fole to freeze the fireballs and create stepping stones. Near the room's entrance, fireballs fly from both left and right; the right forms a path to the treasure chest, while the left is the correct route to proceed. The timing of the fireballs' eruptions is fixed, and there is no penalty or time limit for failure. Take your time and match the timing carefully.

If it still won't freeze no matter how many times you try, try adjusting the character's facing with the L1/R1 buttons.

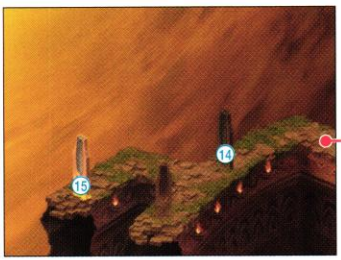
STEP 3 Obtain the Orb of Wisdom

After Veigue and the others exhaust their Foles, the valuable item "Orb of Wisdom" will appear in their hands and can be obtained. This item is used later in Yuris' Realm — lower layer, so you don't need to worry about it now.

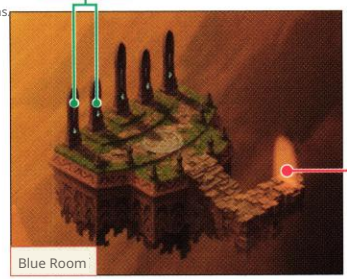
To Uris's Domain, Middle layer. P.336



Upper layer overview of Yuris' Realm
Upper Yuris' Realm
Complete View



Blue Inscription



Blue Room

The Crimson Inscription

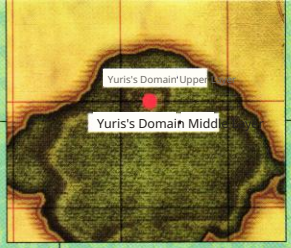
The Crimson Room

Chapter 1 Wisdom Mantle
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Rel-tel Materials

GOAL
STEP 3
STEP 2
5
6
Item list
4 Burst Bottle
5 セボリー
6 ラベンダー
B ユリスの領域・上層1Bへ(P.333)
A ユリスの領域・上層1Aへ(P.332)
4
9
10
11
12
13
16
20

PHASE 56

Town | Dungeon



Yurisu's Realm — Middle Layer

STORY Before Veigue and the others, who are overwhelmed by the negative emotions of humans, a realm with a completely different atmosphere appears. There, Someone with a very familiar appearance was waiting...

ACCESS

After breaking through Yurisu's Realm — Upper Layer, you enter Yurisu's Realm — Middle Layer.

Middle Yuris' Realm

Preparation

Use characters you don't normally use Since this continues from the upper level, you won't have time for special preparations. However, you can change equipment, so prepare light-attribute attacks that are strong against the enemies appearing in this area. Equip the front-line members with "Light Wrist" and add Hilda to the back row — this is recommended. Also, there are three battles with Garenbrion in this area, and everyone will have to fight at least once there. Read the analysis section of this book (p.045~) and gather information on the traits, artes, and equipment of characters you don't usually use.

Watch out Enemies

Special Attention

Hit the armored type last

The Viras Hackarmors that appear in this area are powerful foes excelling in HP, attack, and defense. Fortunately, they are not very aggressive, but if you suffer multiple consecutive hits from this enemy you can be easily defeated. Once battle begins, completely ignore this enemy at first and defeat other foes first; then finish off the Hackarmors one by one with concentrated attacks. If multiple Hackarmors appear, attacking in sync with your allies' magic tends to provoke fewer counterattacks and reduces overall damage.

Also arrange it with that in mind. There are battles designed that way. Set up artes and control characters you don't usually play.

On top of already high attack power, the fact that it can also sometimes be harsh. The latent ability "Damage X2" may appear.

Enemy data

Enemy Data

See page P.404

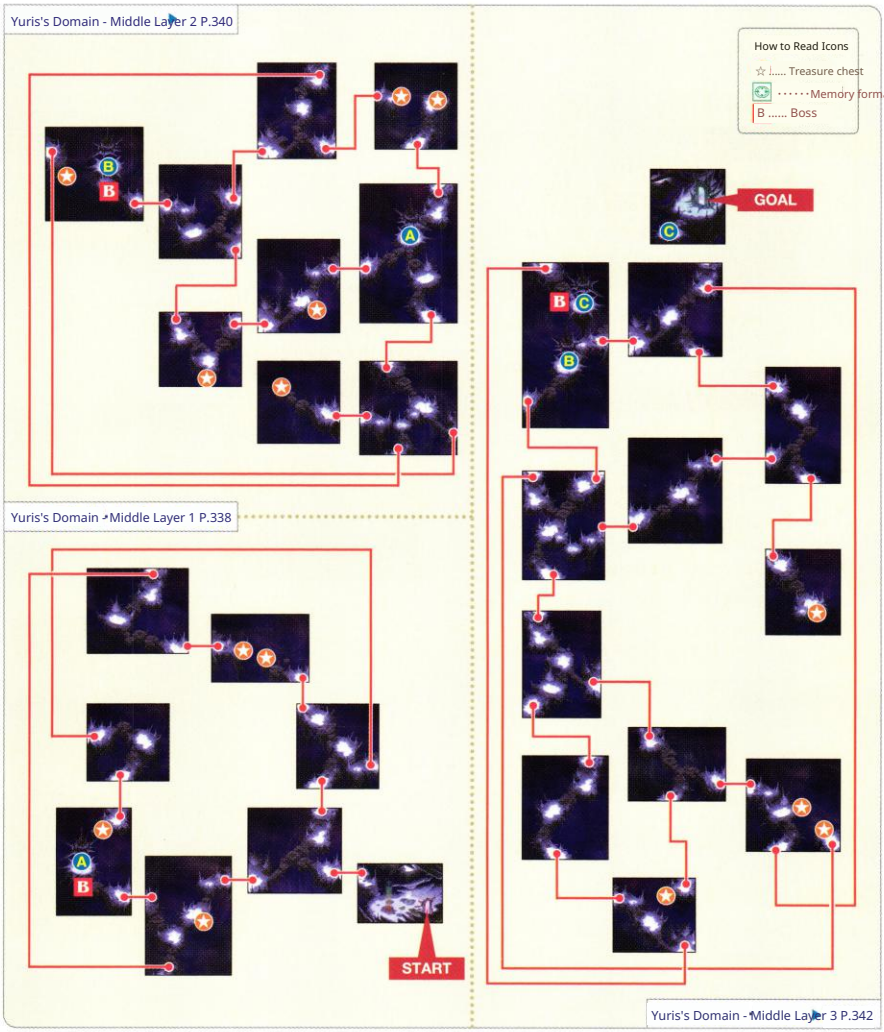
	Enemy Name	HP	Weakness	Guard Body	Half reduction	Guard	Items	Characteristics
	Gleam Anim	5686	Light	—	Palace He	—	Weak Check Hourglass	Very high magic attack Has an additional panic effect
	Temblar	10371 Light		Land		—	tofu Mind Emerald	Arcane formation that applies negative effects Uses wide-area attacks
	Pawmy	11542	—	闇	—	—	Grün Liquid Shield Emerald	Potential effect: decreased attack power Performs a 3-hit consecutive attack
	Hack Armor	13545	—	—	—	En	Roth Liquid Miso	Attacks only when nearby Charging attack cannot be blocked
	B Garuenbrion	21000	—	—	—	—	Life Bottle Liqueur bottle	Produces minions Slow movement
	B Flue Embrion	7	—	—	—	—	—	Very low HP Spawns infinitely
	B Ram Embrion	10	—	—	—	—	—	Very low HP Spawns infinitely

Navigate

Ulyss's Territory — Middle Layer Panorama

Middle Yuris'Realm Complete View

Trap: This middle layer loops vertically and horizontally This middle layer features a map that loops top-to-bottom and left-to-right. If you get lost, determine your location by the relative positions of the treasure chests. Note that A–C on the map indicate warp devices.


Yuris's Domain - Middle Layer 2 P.340
How to Read Icons
☆ ..... Treasure chest
..... Memory formation
B ..... Boss
GOAL
START
Yuris's Domain - Middle Layer 1 P.338
Yuris's Domain - Middle Layer 3 P.342

Yuris' Realm Middle Layer 1

Middle Yuris'Realm

Flow Chart

STEP 1

Forced battles with fixed party members In the forced battles here, you will fight Garu Embrion in the following order of pairings: Eugene and Mao, Titray and Hilda, Veigue and Annie. Since you will likely fight even when not controlling those characters, be sure to properly prepare by setting techniques and changing equipment.

If you usually use a vanguard, it's safest to control the vanguard character even in forced battles.
Also safest to control the vanguard character in forced battles.

BOSS 1 Galembrion

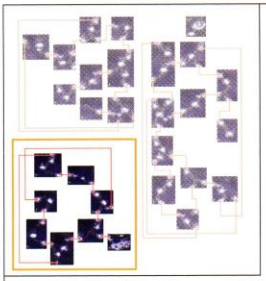
Galembrion is a slow-moving, low-attack-frequency enemy, but it occasionally gives birth to offspring: the flying-type Flueembrion and the ground-type Ramembrion. Both children have only enough HP to be defeated by a single normal attack, but they become annoying when their numbers increase. Therefore, the basic tactic is to frequently eliminate the two types of offspring so they don't multiply, while attacking the main body. The first forced battle is the duo of Eugene and Mao, so have Eugene target the main body and have Mao wipe out the two types of offspring with his "Gustine Nail."

See p.340

CHECK!

Warp to the entrance

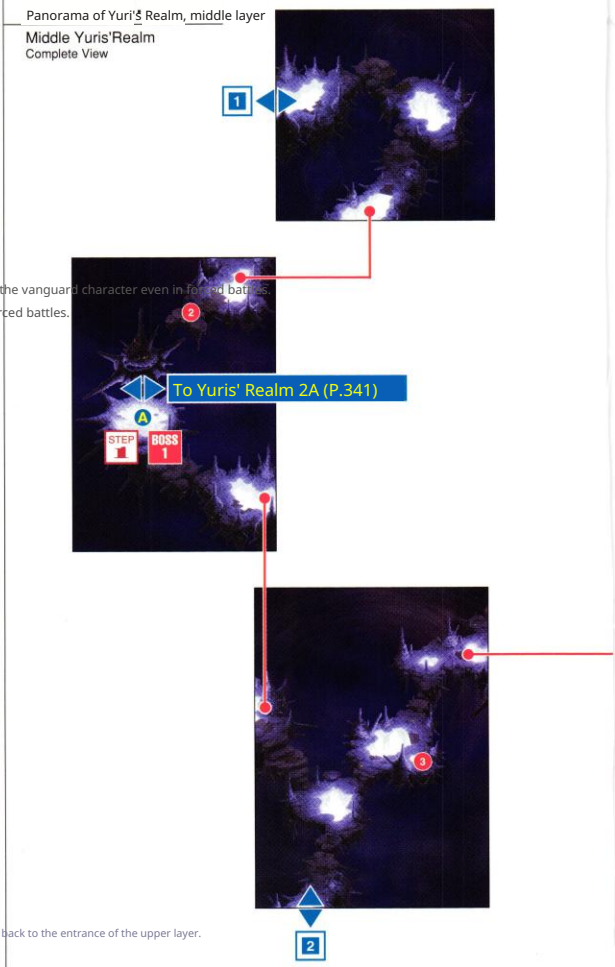
Near the starting point of the middle layer, there is a warp that leads back to the entrance of the upper layer. However, note that this is one-way: you cannot warp from the upper layer back to the middle layer.



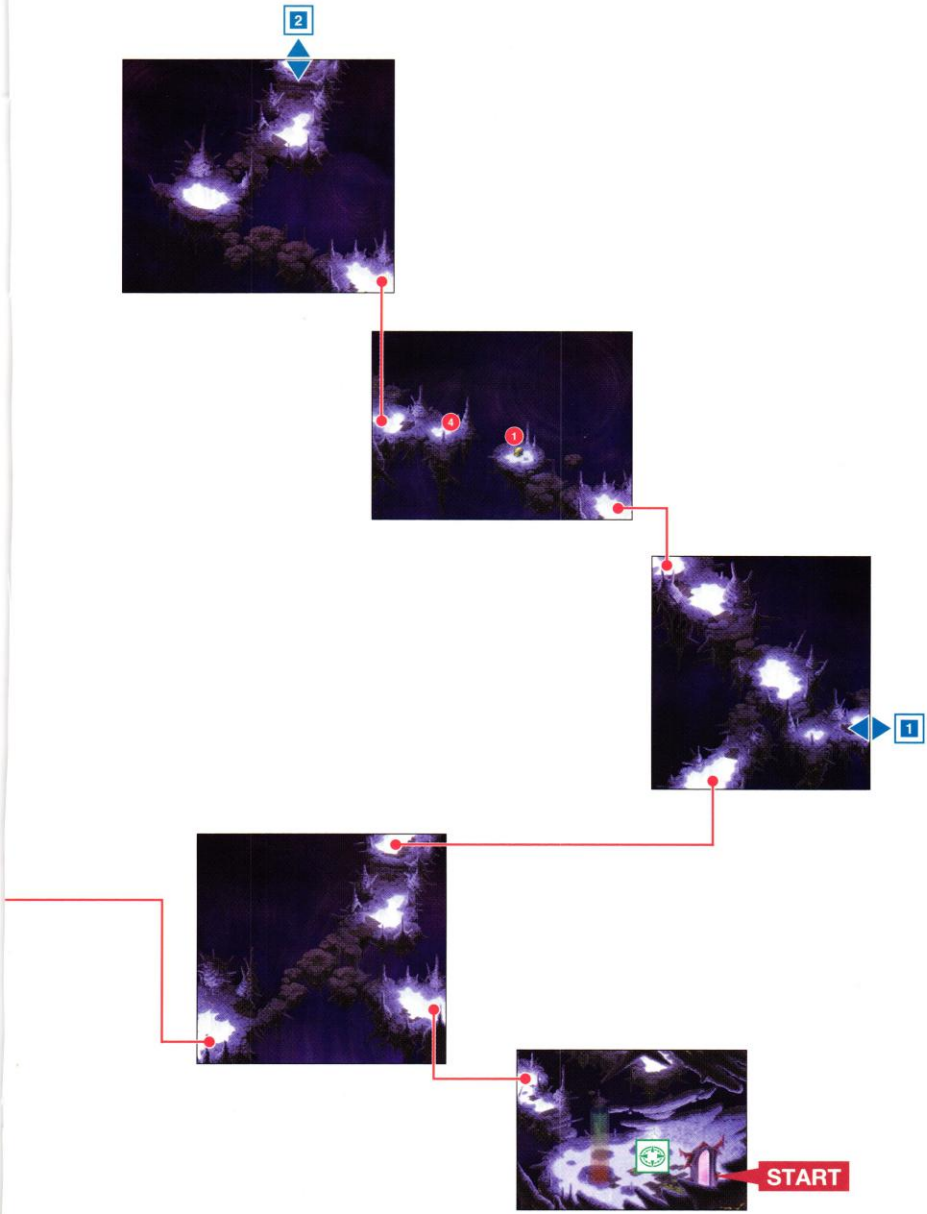
Item list

1. Endahl
2. Biyohan Emerald
3. Holy Bottle
4. Elixir

Panorama of Yuri's Realm, middle layer
Middle Yuris'Realm
Complete View



Chapter 1 Zhi Gang
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


2
4
1
1
START

Yuris' Realm · Middle Layer 2

Middle Yuris'Realm

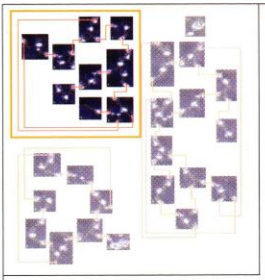
Flow Chart

BOSS 2 Galembrion

Next is a fight with the Titrei and Hilda tag team. As with Mao and Eugene, Titrei attacks the main body while Hilda uses artes to scatter the children—that's the basic strategy. Hilda's artes can't hit as wide an area as Mao's, but it's fine if a few children escape. However, if too many children gather on Hilda's side, she won't be able to cast her artes. If Hilda becomes targeted, Titrei should stop attacking the main body, wipe out the children, and then resume attacking.

Hilda's main force is the "Shining Ray" (recommended)
sume. If activated, children will be wiped out.

To P.342

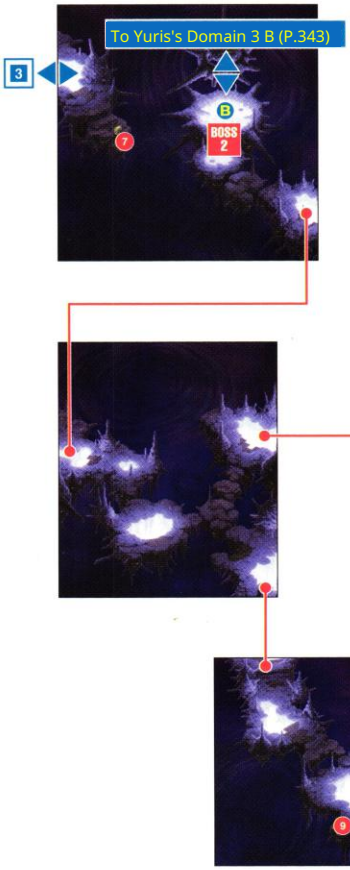


Panorama of Yuri's Realm, middle layer

Middle Yuris'Realm
Complete View

Item list

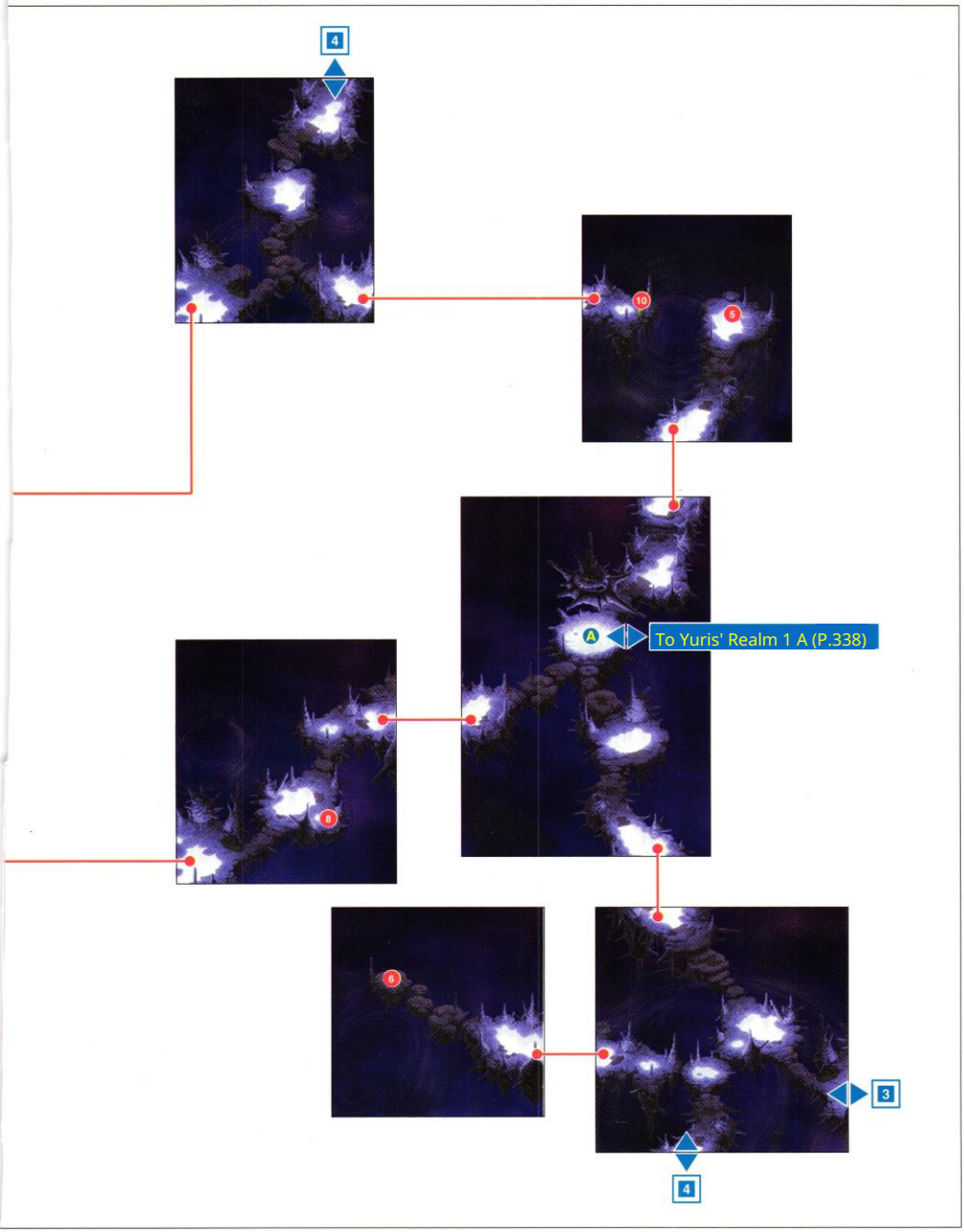
- ⑤ All Divide
- ⑥ Longinus
- ⑦ Saffron
- ⑧ Zanren Stone
- ⑨ Lime Gumi
- ⑩ Misty Emerald



CHECK!

Obtain the Longinus

The weapon for Eugene contained in chest ⑥, the "Longinus," has superior slash attack power and FG recovery compared to the "Fortis Spear" sold in Valca. Weapons for Eugene that excel in FG recovery are rare so be sure to obtain it.


4
10
5
A
To Yuris' Realm 1 A (P.338)
8
6
3
4

Flow Chart

BOSS 3 Galembrion

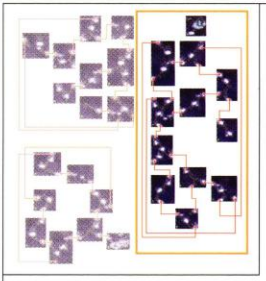
In the final Garuembryon battle, Veigue and Annie take the stage. Annie's offensive options are too limited, so attacking the Garuembryon itself and handling the spawned children will be Veigue's job. That said, if you mainly use the multi-line attack "Retsu Hasho" (Rending Shock), you can attack the main body while dealing with the children, so it should not be a difficult fight. Meanwhile, Annie should use her area techniques so their effects reach Veigue, and then finish off any children Veigue misses as they appear. Also, aiming to wipe out the children with the wide-area effect "D-Reben" is a good option.

The ultimate technique "Genma" that can be learned as a derivative of "Retsuha Shu" "Shōretsuha" is also recommended as an offensive option.

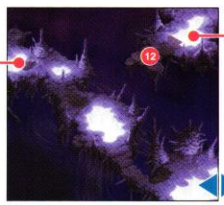
STEP 2 Obtain the Orb of Strength

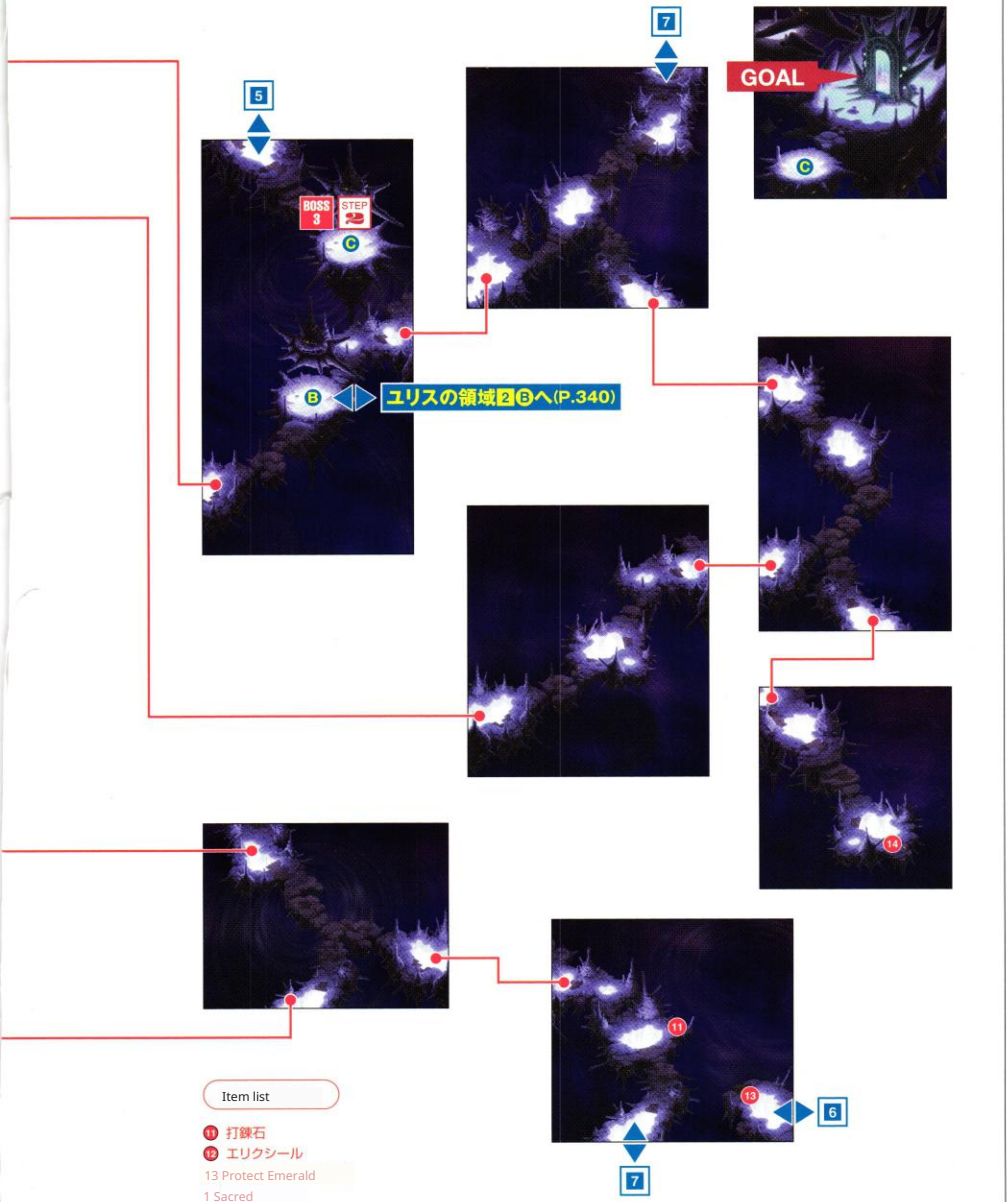
When you defeat all Garuenbrions, you can obtain the "Orb of Strength" that symbolizes Gajuma. The "Orb of Wisdom" obtained on the upper level and this "Orb of Strength" are used to open a door in the lower level ahead. After passing through the door to the next floor, you will arrive at the void town Grünhelde, where neither humans nor Viras are present.

To Grünhelde P.34



Yuris' Realm Middle Layer Panorama
Middle Yuris' Realm
Complete View

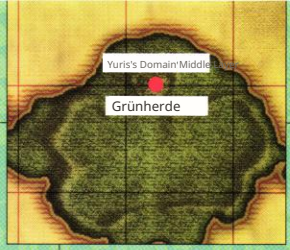



7
GOAL
5
BOSS 3
STEP 2
C
B
ユリスの領域2 Bへ(P.340)
14
11
13
6
7
Item list
11 打錬石
12 エリクシール
13 Protect Emerald
1 Sacred

PHASE 57 ~Void Street~

Town | Dungeon

Grünherde



ACCESS

After breaking through the middle layer of Yuris's domain, you enter Grunhellde.

STORY Veigue and his party, having stepped into the middle layer of Yuris's domain, won successive battles against Garuenbrion. Though exhausted, before the six who still pressed forward, an abruptly inorganic town appeared.

Grunhelde

Town

Town Information

Relay point of Yuris's domain

A small, inorganic town with no living beings, located between the middle and lower layers of Yuris's domain. Although there ar e no weapon, armor, or food shops, there is a general store and a recoverable memory array, making it more than adequate as a relay point within the vast dungeon. Also, inside the general stor e there is a warp that can send you to the entrance of the upper l ayer of Yuris's domain, so despite being deep in the dungeon, tra nsportation is convenient. Incidentally, the general store houses a merchant so obsessed with money that one might suspect he i s the reincarnation of Wan Gin.

The merchant of Grünheld looks exactly like Urgin. You can hear all kinds of gossip about money can hear various bits of small ta lk. They look exactly like Urgin. About money

Flow Chart

STEP 1 North Gate Exit from the North Gate

To Ulyss's Domain - Lower Level P.346

CHECK!

Warps are one-way

If you enter the warp in the general store, you can re turn all at once to the entrance of Ulyss's Domain. If yo u are short on preparations such as equipment, it may be good to return to another town for the time being, but note that to come here again you will have to pass through the upper and middle levels of Ulyss's Domain once more.

Warps are one-way. Warping Decide carefully whether to lend or not.

Item list

1 Apple Gummy

To the middle layer of Yulis's Domain (p.343)

Facility Institution

Warp

A teleportation device lo cated inside the shop. Y ou can warp to the entra nce of the upper layer o f Yulis's Domain, but be careful as it is one-way.

Memory Formation

Located inside a dome-sh aped building, where you can freely save and recove r. It might be a good idea to go back and forth betw een here and the lower layer to grind experience points.

Shop Data

Grocery (Zakkaya)
Variety Shop

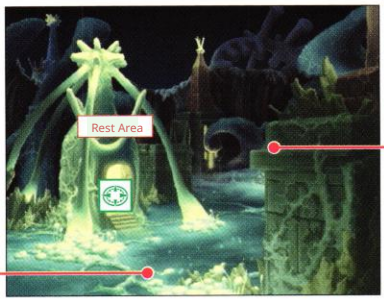
Peddler

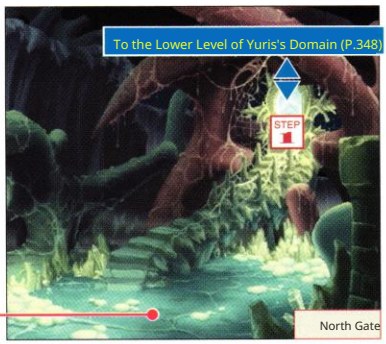
Item Name	Category	Price
Peach Gummy	Items	500
Grape Me	Items	2000
Lime Gumi	Items	800
Panacea Bottle	Items	200
Liqueur bottle	Items	400
Burst Bottle	Items	600
Life Bottle	Items	800
Holy Bottle	Items	300
Dark Bottle	Items	300

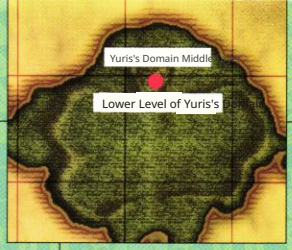
Special Deals Information

Buy up to 15 recovery ite ms

After leaving Grunhellde, only the lower level of Yuris's D omain and the final battle with Yuris remain. If you aim to clear everything in one go, there is no point in conserving gald anymore. Use the gald you have to stock up on gum mies, Life Bottles, Burst Bottles, and the like to the maximu m, and prepare for the fierce battles ahead.







Lower Level of Yuris's Domain

STORY After escaping Grunhellde, you reach the deepest part of the domain. Believing in the light of human hearts and driven to save the world from destruction, Veigue and his companions arrive here for their final battle.

ACCESS
Breaking through Grunhellde leads you into the lower level of Yuris's Domain.

Lower Yuris' Realm

Preparation

Buy recovery items to the maximum You cannot buy equipment or inherit weapons in the final area of Grunhellde, so if you still feel uncertain about your gear, you will have to warp out of Grunhellde to the outside once. Basically, consider item replenishment in Grunhellde as the only preparatory step before challenging the lower level.

Special Attention

An enemy that is the worst foe for the rear guard appears

Fahost, which has a distinctive behavior pattern of focusing its attacks on allies who are casting guidance or formation arts, is a tough opponent. Because this enemy appears in relatively large numbers and has high attack power, the rear guard will be easily defeated unless protected by the front line. When controlling a front-line character, make an effort to fight close to the rear guard.

Be cautious when deciding whether it will appear. You will have to retrace your steps up to this point. If it does appear, return once more

When an ally begins chanting, that Block or attack to stop it. Dash in that direction. Course

Enemy data

Enemy Data

See page P.405

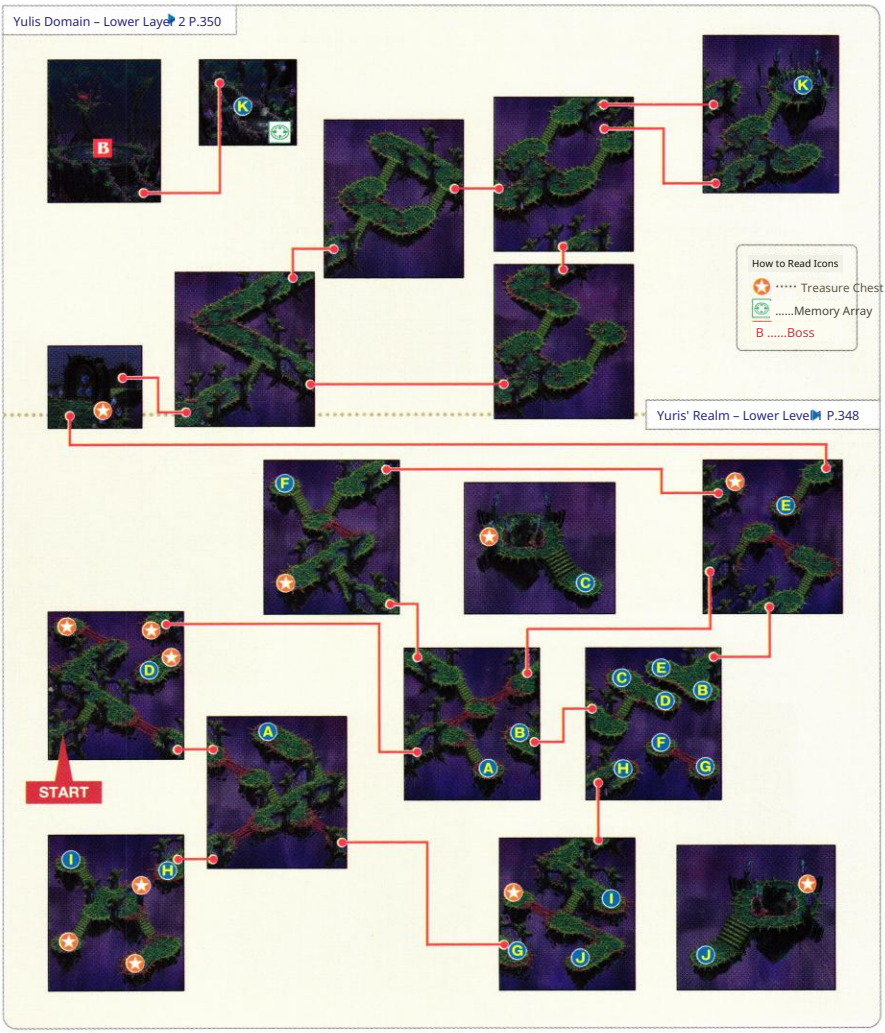
Enemy Name	HP	Weakness	Guard Body	Half-reduction Defense		Items	Characteristics
Skerich	12448	Light	—	闇	—	Grape Mine Elixir	Moves by teleportation Has a latent effect of FG recovery
Dikeiver	14267	Fire Light One Fire Fire	Dark	Ichiyami Waterspace	—	Violet Liquid Panic Check	Becomes a steel body at high RG Attacks have a panic effect
Temblar	10371		Land		—	Tofu Mind Emerald	Formation magic with negative effects Uses wide-area attacks
Hack Armor	13545		—		Heat	Roth Liquid Miso	Only attacks when nearby Charging rush attacks cannot be blocked
Barti	10015		—		—	Onion All Divide	Performs rush charges Attacks inflict heat poison effect
Farost	10678		En	—	—	Rup Liquid Mighty Emerald	Attacks in response to casting Moves quickly
Rhizome	9792 Light		Wind		Water	Pryct Topaz Feat Sapphire	Uses light-element導術 Attacks have a paralysis effect
B Yuris	210000	—	—	—	—	—	Generates Yulis Eye Deploys a large-area arc magic circle
B Yurisai	8230	—	—	—	—	—	Emits beams from the eyes Uses導術of all elements

Navigate

Yulis Domain – Lower Layer Panorama

Lower Yuris' Realm
Complete View

Place the two jewels on the trap to open the door The h uge door on the lower level opens when the two jewels, the "Jewel of Power" and the "Jewel of Wisdom," are placed in t heir designated spots. Also, the letters A–K on the map bel ow are warp devices like those on the middle level; they let you travel between the corresponding markers.



Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Yuris's Domain - Lower Layer 1

Lower Yuris'Realm

Flow Chart

STEP 1 Place the Jewel of Wisdom

To advance to the depths, you must first open the large door at the northeast of the map. The door opens when the "Jewel of Power" and the "Jewel of Wisdom" are placed on the two pedestals. First, go to place the "Jewel of Wisdom" on the pedestal in the southeast of the map. From the starting point, take the first branch southeast, then at the next branch go southwest and warp from H. Then proceed southwest and warp again to reach the pedestal.

STEP 2 Place the Orb of Power to open the door

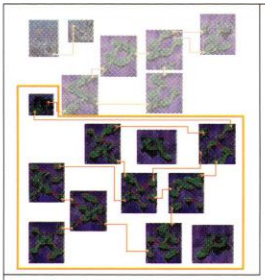
Next, go to the pedestal north on the map to place the "Orb of Power". From the location where you placed the "Jewel of Wisdom" warp from H and arrive, move northeast and warp from A. From there, proceed northeast along the path and warp, then finally warp from there and the pedestal will be right in front of you.

STEP 3 Pass through the door

After placing the two orbs, warp back in the order C, B and go to the warp beside B, then warp from that day's warp to the room with the door. Because the orbs have been placed, the door should be thrown open. Here, Millhaust and Claire, and Agate will join you and a conversation event will occur. This is the last event before the final battle.

Millhaust and the others see Veigue and the others off.
Now it's finally the last fight.

See p.350



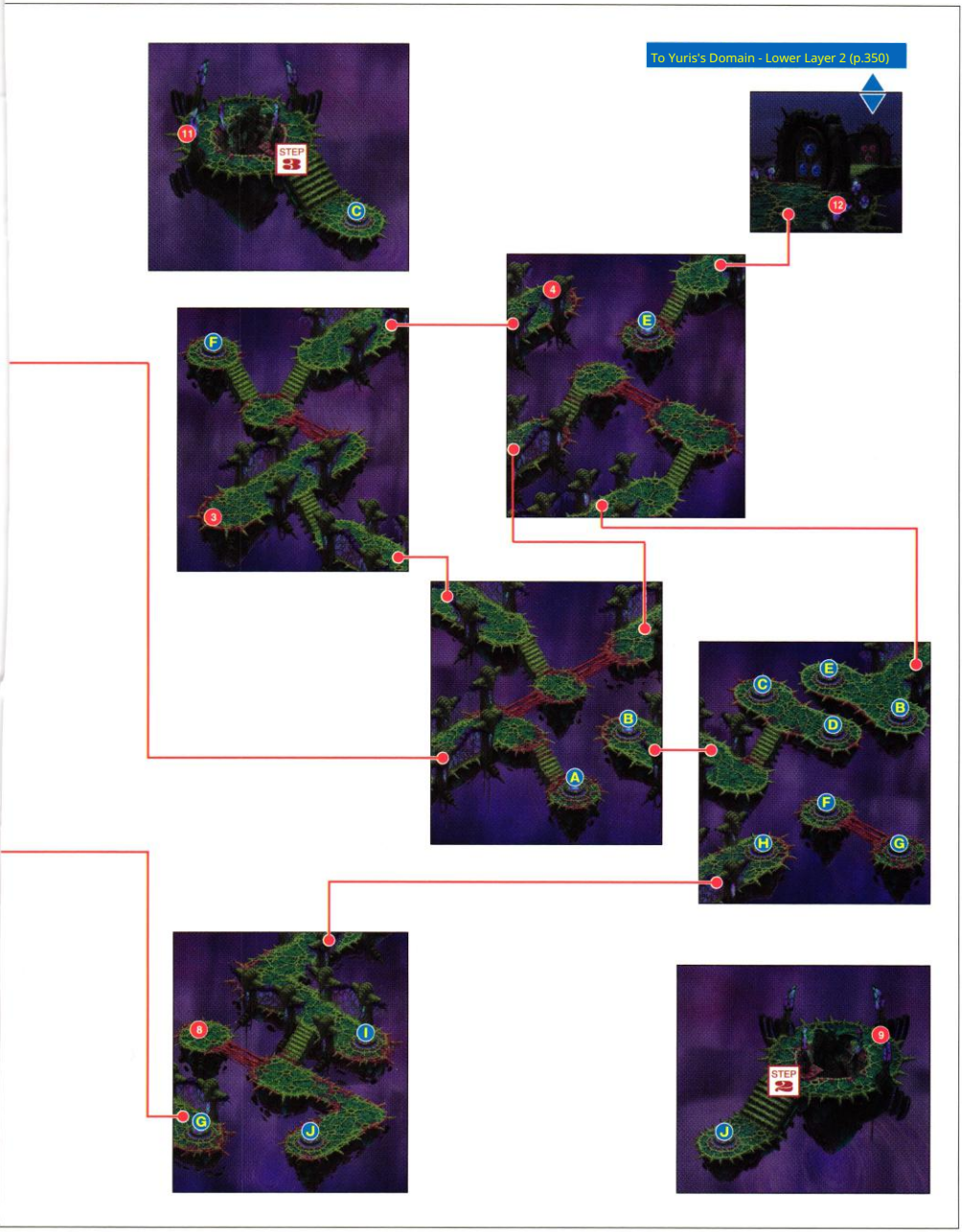
Yuris' Realm Lower Level Complete View

Lower Yuris'Realm
Complete View

Item list

- ○ Arakiras
- ② Life Emerald
- ③ Awakening Stone
- ④ Break Sapphire
- ⑥ Hourglass
- ⑥ Apple Gummi
- ⑦ Viglaton
- ⑧ Chamomile
- ○ Life Bottle
- ⑩ Veildrag
- ① Savory
- 1 All Divide

Chapter 1 Chiki
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials


To Yuris's Domain - Lower Layer 2 (p.350)
11
STEP 3
C
12
4
E
F
3
B
A
C
E
B
D
F
H
G
8
I
G
J
9
STEP 2
J

Lower Yuris Realm - Lower Layer 2

Flow Chart

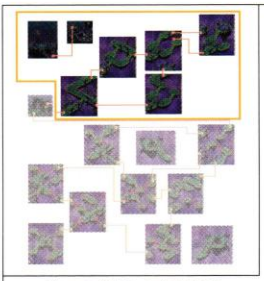
STEP 4

Proceed inward to Yuris's room Be yond the large door there are no mechanisms or treasure chests. H owever, normal battles will occur, so stay alert. Proceed to the back, and warp from K to reach Yuris's r oom.

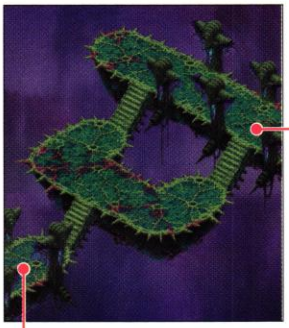
STEP 5 The Final Memory Array

This is the game's final memory ar ray. If you proceed further, the dec isive battle with Yuris will begin, so make final preparations before tha t by reading the "CHECK!" below an d so on. Naturally, Yuris is far stron ger than previous enemies. There i s a high chance of total party wipe, so be sure to save.

See page 352



Complete view of Lower Yuris' Realm



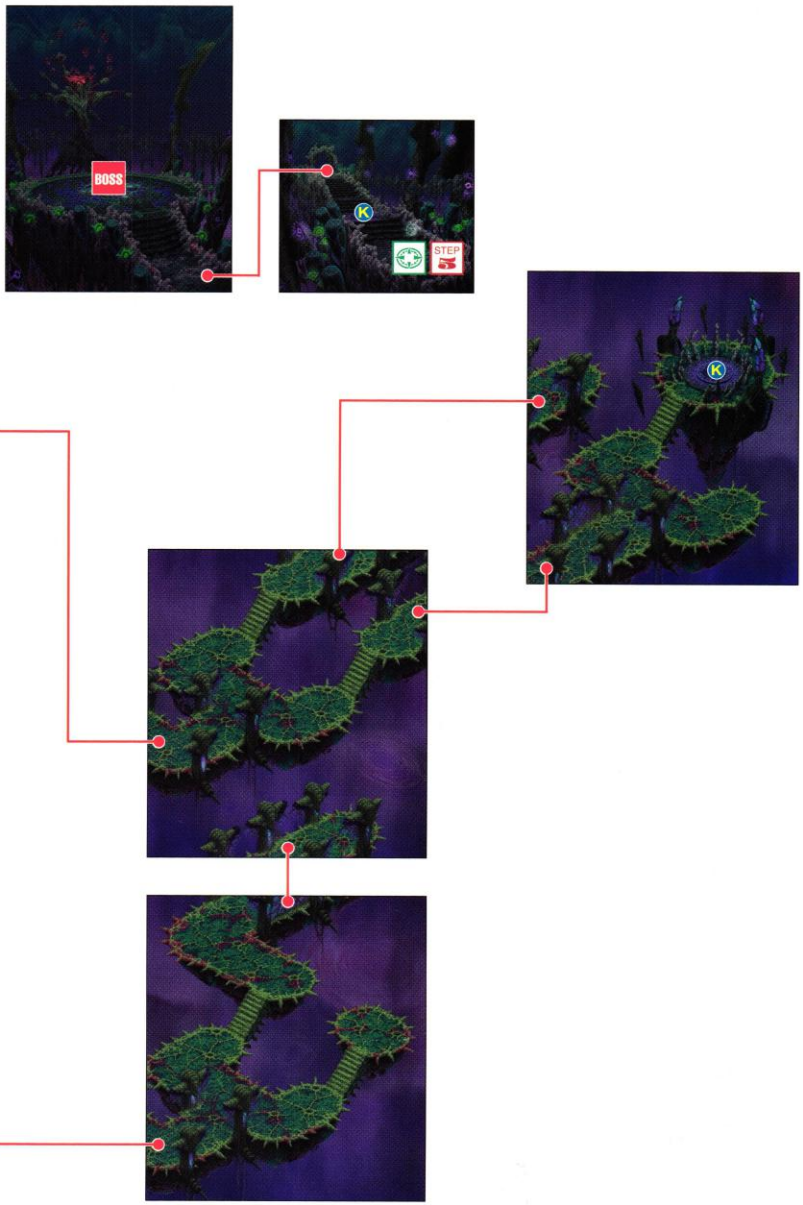
To Ulysses' Domain · Lower Level (p.349)

CHECK!

Final boss — Preparations before the Yuris battle

Detailed strategies are summarized on the next page, so here we will touch on the preparations you should make a t the immediate preceding memory array. Yuris has a large HP pool, so the fight will be long, and he also uses powerful area attacks. Annie, who can revive alli es with "R. Elixir" or "Kisil," is essentially indispensabl e. Formations and equipment can be adjusted durin g battle, but Foles Cubes cannot be changed once th e battle starts, so set Annie's cubes to two or three " R. Elixir" slots, and in the remaining slots equip eithe r "Guard Vassar" or "Charge Vint" combined with the special effect "Heal" — this setup is recommended.

A time-buying "Dfr" useful in a pinch. It would also be good to have a "World Divide".


BOSS
K
STEP
K

Lower Yuris' Realm

"Don't miss the Ulyss' Eye"

Ulysses, the last enemy in this game, brings out subordinates called Ulysses Eyes one after another. These Ulysses Eyes are dangerous enemies because if left alone, they will repeatedly cast mystic artes, and up to four can appear at the same time. If Ulysses Eyes are left Fighting while doing that is suicidal. Secure the Ulysses Eye. While defeating them, let's focus on damaging the Yuris body when Yuris Eye is not present.

Also, neither the main body nor Yuris Eye has weaknesses, but neither do they have resistances. There is no need to worry about attack attributes, so I want you to make full use of the best equipment and best skills you can prepare for yourself to challenge this huge evil.

VS Ulysses

Annie's actions are key

If you have been following this guide, most people will be challenging around level 60. However, even with this level, deaths are almost unavoidable. Annie, who possesses the only revival technique and can be expected to restore HP with her artes, is the lifeline. If you are not good at action controls, set Annie as the character to control, and fight with the intention of specializing in reviving incapacitated allies. Adjusting her position can create opportunities to revive two people at once, and above all, eliminating wasted actions will stabilize recovery from a pinch.

Yuris DATA

HP	: 210000
Slashing Attack Power: 1600	
Blunt Attack Power: 800	
Magic Attack Power :	800
Slicing Defense:	200
Blunt Defense: 400	
Magic Defense: 500	

Yuris Eye DATA

HP: 8230	
Slicing Attack: 100	
Blunt Attack: 400	
Magic Attack: 620	
Slicing Defense: 450	
Blunt Defense: 200	
Defense: 300	

When operating in the front line, focus on Yuris Eye

When controlling the front line, fight with the sole goal of destroying the Yuris Eye. Ambush it at its spawn point and mix in techniques that can simultaneously hit the back line (such as Veigue's "Retsuhashou") so you can also damage Yuris's main body. As long as you don't miss any Yuris Eyes, the unimpeded rear units will target Yuris's main body, making this the recommended style for experienced players. In the latter half, when Yuris Eyes multiply, it's good to have fast-moving techniques ready—like Veigue's "Geryuzan." Even if your responses are a bit slow, having such high-speed movement techniques can sometimes get you out of a tight spot.

Embodiment of negative emotions The Final Battle

When operating in the rear, use wide-range magic

When controlling a rear guard, always position yourself at the edge of the front line and, when the Yuris Eye appears, quickly acquire the target and stack techniques that can attack the back line simultaneously. As a tip, if you focus on long-duration arts like "Shining Ray", the front

can also serve to support ally characters. The technique, when chanting

There can be gaps, so things don't always go as planned

however, actions are simple and the objectives are clear,

making this a style recommended for players who aren't good at combat.

Note that even if the Yuris Eye disappears, you shouldn't greedily target the

Treat it as FG recovery time, and when the next

Yuris Eye appears, go for it. Using an ultimate is fine,

but if you want to be safe, keep your RG on the lower side.

Shaorune

Xiaorun

Chapter 4

Sub Event

Sub-event

The abundance of side events and minigames, which are not directly related to the main story, is also a major appeal of this title. You can deepen your attachment to the characters through small episodes, or get fired up collecting items and titles. For players whose characters are sufficiently developed, the extra dungeon "Saigrog Manor" awaits.

サブイベント攻略
Sub Event Capture

We present the towns where all 27 sub-events occur, organized together. There are valuable items and titles that can only be obtained through sub-events, so be sure to check carefully.

■List of Published Sub-Events (in Order of Occurrence)

Earliest Occurrence Phase		Sub-event Name	Main Items Obtained	Region	Page Listed
01~25	01	Monica and Steve	Sword "Balsunk" Title "Cupid of Love"	Souls	P.355
From 05	02	Complete Old Man	Amulet "Demon God's Soul", etc.	Mineral	P.355
06~	03	Mobile Library	Title "Book Sommelier", etc.	Mineral	P.356
10~	05	Cat-Loving Grandpa	Title "Traveler", "World Astonishing Mysterious Discovery", etc.	Sunny Town	P.359
21~25	08	Thanks from Huck	Staff "Andalucite"	Varka	P.360
30~47	04	The Mystery of the Ironworks	Titles "Great Detective" "Clueless Detective", Elixir, 5000 gald	Betonajanka	P.358
30~47、51~	07	Kind old man	Title "Kind Old Man", Jewel "Life Emerald"	Babylograd	P.359
From level 30	09	Stele in Mesecina Cave	–	Varka	P.360
From level 35	15	Is weapon strengthening my new fad?	"Rifrel" "Wedding Dress"	Pipista	P.363
36~41	10	Waltu and Eugene	–	Varka	P.360
40~57	11	Auction	Title "Auction Master" and others	Varka	P.361
44~	17	Donel Again	–	Kyogen	P.363
44~	19	The Jewel Collector Lady	Weapons "Distrange" "Geiryuion"	Belsas	P.364
45~46	06	Militza and Hilda	–	Sunny Town	P.359
45~	18	Feather Foles Girl	Titles such as "Good Instructor," "Master of Cooking," "Woman Who Knows Solitude," etc.	Norzen	P.364
45~	21	Peeking Neko-nin	–	Usanin Village	P.366
48~	20	Salvage	Valuables: "Ifrid's Hand Mirror", Charm: "Silver Gauntlet", etc.	Belsas	See p.365
From level 47	12	Hilda's Time Reading	Hilda becomes able to perform divination	Varka	P.362
From level 55	13	New Equipment Arrival	New items are stocked at the equipment shop	Varka	P.362
From level 55	16	Thick Curtain	–	Pipista	P.363
From level 55	22	Hidden Usanin	Title such as "Pani Hunter"	Usanin Village	P.366
From 4 56~	14	Secret Diary	Becomes able to read party members' diaries	Varka	P.362
From New Game+ 45	23	Movie Usanin	–	Usanin Village	P.366
From New Game+ 49	24	Total Defeat Nekonin	–	Usanin Village	P.366
–	25	The Later Lives of the Beauties	–	Others	P.367
–	26	Selected Recipes	Recipes: "Karaage" "Vegetable Salad" "Seafood Gratin" "Mapo Curry"	Others	P.367
–	27	Gourmand	Title: "Gourmand"	Others	P.367

※Sub-events highlighted in color indicate those that can only be done within a limited period.
※Most sub-events will occur under certain conditions, such as during specific events.

~Shirahone Village~

Souls

In Sools there is a long-term event that continues from the very beginning to the late stages. The occurrence timing h as several stages, so be sure to return and check.

●1 | Monica and Steve

Limited Time

Period	Phase 01~25
	From Claire's kidnapping to defeating Sale and Toma at Kalegia Castle (first time)
Location: Sools' weapon shop, etc.	
Obtain Veigue's weapon "Balsunk", Title "Cupid of Love"	

This event, in which you act as a matchmaker between Veigue's neighbors Monica and Steve, will grant Veigue's weapon "Balsunk" if progressed to the end. It's an easily o verlooked sub-event, so pay attention to the period when i t occurs. The main issue is the timing of visiting the weapo n shop for the second and third times. For the second visit , Claire (actually Agate) needs to be present; for the third v isit, Agate (actually Claire) must be present. Also, regardin g the third visit, if Veigue goes berserk and Claire leaves t he party, go to Sools before that happens.

■Timeline of Occurrence

- Period: From Claire's kidnapping to defeating Sale and Toma at Kalegia Castle (Phase 01~25)
  - Talk to Steve, the weapon shop clerk
  - Talk to Monica in front of the guild hall
- Period: From the cottage along Keket Road where Claire joins the party to visiting Scarab's house in Belsus (Phases 26~43)
  - Go to the weapon shop and talk to Steve
  - Talk to Monica in front of the gathering hall
- Period: From first arrival at Shaolun's temple until mediating between H uma and Gajuma in Minar (Phase 44~51)
  - Go to the weapon shop and talk to Steve
  - Talk to Monica in front of the gathering hall
- Period: During Popura Aunt's party (Phase 53)
  - Talk to Steve or Monica while partying at the gathering hall

Conversation with Steve progresses even if Clea is not present, but conv ersation with Monica do es not progress.

If the event is successf ul, during the pie party Steve will give you the "Valsunk".

~Town of Sea Surf~

Mineral

There are two events in Minarl. You can obtain a po werful amulet, and they affect the progression of ot her events, so it's best to start them early.

12 Complete Old Man

Period	Phase 05~
	After arriving in Minarl
Location: Minarl Gymnasium	
Acquired: Amulet "Demon God's Soul", etc.	

The "former warrior man" in Minarl's gymnasium will give items depending on how many enemy entries you complete in the Battle Book. The items he gives called "○○'s Soul" are special talismans that alter Veigue's te chniques (see p.065 for the techniques after transfor mation). Note that the "earliest timing" in the right tabl e indicates at which stage you receive the item when pr ogressing through the game with all enemy completio n rates at 100% (excluding enemies fought in events).

■ Items obtainable from the Complete Old Man

Items obtained upon completion	Earliest timing
5 types	Step Boots	Sūruzu Area
10 types	Demon God's Soul	Arvan Mountains
20 types:	Apple Gummies	Around Petonajanka
30 types:	Wind God's Soul	Karezu
40 types:	Refining Stones	Around Babylograd
50 types	Peach Gummy	Around Valca
60 types	Chamomile	Around Rajilda
70 types	Soul of the Fierce Tiger	Around Pipista
80 types	Grape Gummy	Around Kyoguen
90 types	Lavender	At Sea
100 types	Soul of Flash	Around Belsus
110 types	Ucchari Gumi	Giryone Temple
120 types	Soul of the Sky God	Upper Layer of Yulis's Domain
130 types	Sage	Sighlog Manor
140 types	Awakening Ore	Sighlog Manor
150 types	Ide Demon's Soul	Sighlog Manor

03 Mobile Library

Period	Phase 06~ After Annie joins the party
Location	Minarl Town Hall
Acquisition	Title "Book Sommelier" and others

This is an event in which books are collected and lent on behalf of the librarian. If you proceed in the sequence shown on the right, you can obtain the title "Book Sommelier". Basically, you should follow the requester's instructions, but to advance from Step 1 to Step 2 it is necessary to progress the sub-event "Feather Fole Girl" partway through (see details below).

Note that in Step 2 and Step 3, after lending a book, if you return to the world map once, you can immediately retrieve the book.

■ Flow to obtain the title "Book Sommelier"

- Timing: After Annie joins the party (Phase 06~)
  - Talk to the librarian in the town hall library
  - Collect books from the people in Step 1
- Timing: After completing the trial of the holy beast Shaorun (Phase 45~)
  - Progress the sub-event "Feather Fole Girl"
  - Lend the "Travelogue" to Ninon in the Rempao Aerial Garden
  - Return the "Travelogue" to the librarian in Minarl
  - You'll be able to lend books to the people in Step 2
- Period: After you set out on the journey to mediate around the world (Phase 48~)
  - You'll be able to lend books to the people in Step 3

Check Point

Advance the girl with the Feather Fole

In the sub-event "The Girl with the Feather Foles" (see p.364), there is an episode where you are asked to borrow a "Travelogue" for a girl who lives on the mountain. Later, if you return the book to the librarian, you are asked to lend books to people like her who want to read but cannot, and from then on you can borrow any book you like.

The event of lending the "Travelogue" to the girl is a required step to clear "The Girl with the Feather Foles."

Step 1 — Have someone return the book on behalf of the librarian

inside the gym
Retrieve it from the other man who is not the "former warrior" inside the gym.

Loan	—
Location	Minarl's Gymnasium for Retrieval
Loan Partner: Man	
Period	After Annie joins the party (Phase 06~)
Book	Historical novel
Thanks	—

She is the bird-type Gajuma woman hiding in the house where Suzy was hiding.

Loan	—
Location	Retrieval: Private house in Sunny Town
Loan Partner: Gajuma woman	
Period	From Karezu onward (Phase 13~)
Thanks	Travelogue from the book

Collect from the merman-type Gajuma man on the second floor of the inn.

Loan	—
Location	Retrieval: Inn at Babylograd Port
Lender: the man from Gajuma	
Period	After Valca Port (Phase 19~)
Book	Adventure novel
Thanks	—

The person who had borrowed the history book was the old man who gave information about the Phantom Garden.

Loan	—
Location	Retrieval: Kyogen's house
Loan recipient: Huma's grandfather	
Period	After Norzen (Phase 38~)
Book	History book
Thanks	—

A private house located in the far right of the square with the mermaid statue. Recover it from the old man who is inside.

Loan	—
Location	Retrieval: Norzen's house
Loan recipient: Huma's grandfather	
Period	After the Wontiga Temple (Phase 41~)
Book	Biography
Thanks	—

A house located at the very back of the corner where the item shop is. There is an aunt (older woman) inside.

Loan	—
Location	Retrieval: Belsas's house
Loan recipient: Huma's woman	
Period	After Shaorun Temple (Phase 44~)
Book	Romance Novel
Thanks	—

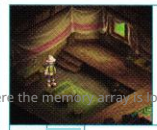
Step 2 Lend books to people around the world instead of the librarian

The bearded peddler inside the hut is the borrower.

Lending
Location Hut along Keket Road
Collection
Borrower Human peddler
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Book | Detective novel
Thanks —

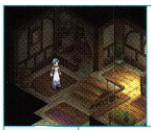
The lending location is the mountain hut in the Alvan Mountains where the memory array is located.

Loan
Location Mountain hut in the Alvan Mountains
Recovery: Hut along the Keket Road
Loan recipient: Gajuma's traveling merchant
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Book Travelogue
Thanks Grape Gummy



Talk to the traveler wearing a hat in side the hut.

Loan
Location | Hut along the Telara Road
Recovery
Loan recipient: Huma's traveler
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Book History book
Thanks —



Lend the dictionary obtained in Step 1 to the aunt who retrieved it.

"Lending"
Location Versus's House
Collection
Lend to: Huma's aunt
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Book Artbook
Thanks Ucchari Gumi

The person she lends to is a girl from the flower shop. After the collapse of Razilda, she is staying at the inn in Valga Port.

For lending: in front of Razilda's In
n or
a private house, For collection: 2nd floor of the inn Valga Port
Lend to: the girl from the flower shop
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Thanks Encyclopedia
from the book

Step1: Lend it to the old man from whom you collected the biography.

Loan
Location Norzen's House
Collection Port
Loan recipient: Huma's grandfather
Period After the Trial of the Sacred Beast Shaorun (Phase 45~)
Thanks Dictionary
from the book

Step 3 Lend the book to more people around the world

The traveler who is standing in front of the Memory Formation in the Lost Forest is the current loan recipient.

They were.

Lend
Location Under the great tree in the Lost Forest
Retrieve
Loan recipient: Huma's traveler
Period Set out on a journey to mediate around the world thereafter (Phase 48~)
Book | Biography
Thank you Utcharigumi

Loans take place where the Memory Formation is located. To retrieve it, head to the location shown in the photograph.

Loan
Location Karez's rest stop
Retrieve: Karez's surface junction
Loan recipient: Huma the traveling merchant
Period Set out on a journey to mediate around the world thereafter (Phase 48~)
Thanks Historical novel
from the book Elixir

In Step 1 you recovered the adventure novel — lend it to the Gajuman of the half-fishfolk type you met.

Loan
Location Guest Room at Babylograd Port
Collection
Loan recipient Gajuma man
Period Set out on a journey to mediate around the world thereafter (Phase 48~)
Thanks Poetry collection
from the book

Alv in Step 2
He was in the Ann Mountains, so talk to the Gajuma traveling merchant.

Loan Rajilda Port
Location Collection Cottage near Kyoguen
Loan recipient Gajuma's traveling merchant
Period Sets out on a journey to mediate around the world Thereafter (Phase 48~)
Book | Adventure novel
Thanks Hourglass

The lending partner is a bird-type Gajuma woman who is shopping at the store.

Loan Sunny Town equipment shop tools
Location
Collector
Loan recipient Gajuma woman
Period Sets out on a journey to mediate around the world Thereafter (Phase 48~)
Thanks Romance novel
from the book

Talk to Kyoguen's old man, who collected the history book in Step 1.

Loan
Location : Kyoguen private residence
Collection
Loan recipient Huma's grandfather
Period Set out on a journey to mediate around the world thereafter (Phase 48~)
Thanks Philosophy book
from the book

~ The Chimney Town~

Petonajanka

"The occurrence timing of 'The Strange Incident at the Ironworks' is close to the time when you visit Souls for the second time in 'Monica and Steve (see p.355)'. It's a good idea to do them together."

4 The Strange Incident at the Ironworks "Limited Time"

Period: Phase 30–47
"Defeat the rampaging Eugene ~ Until meeting the sacred beast Landgries"

Location: Betojanka Ironworks"

"Rewards obtained: Titles 'Great Detective' and 'Baffled Detective', Elixir, 5000 Gald"

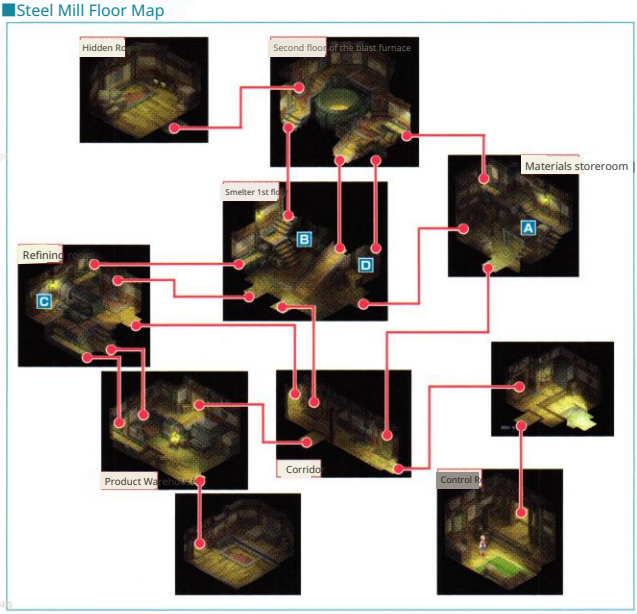
"The trouble starts with a request from the factory manager, leading you to solve the mystery of strange phenomena occurring inside the factory. As you investigate, you'll need to collect fragments of the original brooch that serve as the key to open a door inside the factory that won't open. There are many steps, so follow the flowchart as a reference while proceeding. However, when gathering fragments of the original, be careful: if an incorrect fragment is included, you'll have to start over from the beginning."

Titrei at the front If you talk to the factory worker in the photo, you can see an interesting reaction.

■Flow until the mysterious incident is resolved

- Talk to the factory manager in the control room"
- "Go to the newcomer's house and listen to their story"
- Talk to all the workers in the factory, then go to the corridor
- Choose "Suspicious Place" from the options
- Examine the recess in the wall on the second floor of the blast furnace
- Talk to the worker on the second floor of the blast furnace
- Listen to all the workers who are not on the second floor of the blast furnace
- Go to the second floor of the blast furnace and examine the recess in the wall
- Search treasure chests A, B, C, and D to collect the original version's fragments
- Talk to the worker on the first floor of the smelter and have him pour iron into the mold
- Give the mold to the worker in the refining room to make the "Lily Brooch"
- Fit the "Lily Brooch" into the wall recess on the second floor of the smelter

■Steel Mill Floor Map



■Location of the original version's fragments

A

Treasure chest in the place reached by climbing the ladder in the materials storeroom

B

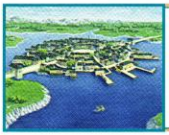
First floor of the smelter
Furnace-like section in front of (one's) eyes

C

facing the wall
just in front of a certain worker
white

D

Treasure chest loc ated at the spot r eached by climbing down the ladder from the 2nd floor of the bla



~Water City~

Sunny Town

"Militza and Hilda" takes place in the Karez located in the Saniy Town region. It is a location that the main s tory visits only once, so be sure not to miss it.

05 Cat-Loving Old Man

Period	Phase 10~ After arriving in Saniy Town
Location	A house near the south gate of Saniy Town
Rewards	Titles such as "Traveler" and "World Astonishing Discovery", etc.

The old man who lives in the house near the south gate and loves cats provides information related to Di scoveries. He gives hints about where Discoveries are located, and when you find a certain number of Discov eries he will award titles as shown in the table below. However, to receive titles beyond "Traveler," you must give him one "Maneki Neko" sold in Minarl, so buy on e when you have enough money.

■ Titles to Obtain

Title	Condition
Traveler	Finish listening to the first story
Discover the Seven-Star Formation	Discover all the monuments dedicated to the sacred beasts
Adventurer	Discover 30 or more Discoveries
Great Adventurer	Discover 40 or more Discoveries
Astonishing Adventurer	Discover 50 or more Discoveries
World Astonishing Discoveries: Discovery 64 Complete	

06 Militza and Hilda

Limited Time

Period	Phase 45~46 From completion of the Sacred Beast Shaorun's trial to completion of the Sacred Beast Girion
Location	Karez
Acquisition	

In this event that occurs in Karezu, secrets related t o Militza's upbringing are revealed. The duration is ver y short, so go as soon as you can ride the Shaorun. Mi litza can be found at the location of Karezu's Memory Formation. It's best to approach from the relatively ne arby Sanii Town side.

When you climb the dried-up well, Militza is instinctively braces herself, bu t.... There. Expecting a battle, Hilda

~The City Where the Sky Empties~

Babylograd

No subevents occur inside Babilograd however, there are some that take place in the mountain cav e you pass through when coming to Babilograd.

● The Kind Old Man

Time	Phase 30~4751~ After defeating the rampaging Eugene. Excluding the journey around the world performing arbitration
Location	Mountain Cave
Obtain	Eugene title: "The Kind Old Man", Gem: "Life Emerald"

About halfway through the mountain cave, a Gajuma w oman is standing stranded. If you talk to her, an event wil l begin, so proceed following the flow on the right. In the mountain cave, touching the smoke will trigger battles an d be a hassle, but with a party at this point you should be at a high level and able to win easily. "Holy Bottle" has no effect, so steadily defeat enemies as you progress. Also, i f you received "Nakako Ore" from the factory manager in Petnajanka, try talking to the factory manager with Tito-R ei. It is not related to event progression, but you will und erstand why Tito-Rei knew about "Nakako Ore."

■ How to obtain the title "The Kind Old Man"

1. Head to the place where a child is trapped behind an iron-barred door
2. Talk to the Gajuma mother standing in front of the door
3. Talk to the factory manager at Petnajanka's ironworks
4. Return to the mountain cave and talk to Gajuma's mother

After rescuing the child, the room still has a treasure chest. Its contents are "Life Emerald."

~The Fog-Deepened Royal Capital~

Varka

"Waltu and Eugene" cannot be seen after obtaining Shaorun. Visit the Wontiga Temple before going by scheduled ship from Rajilda Port.

● S Hack's Gratitude

Limited Time

Timing	Phase 21~25 Rescue Hack in Mesetina Cave until the defeat of Sale and Toma at Calegia Castle (first time)
Location	Balka's Jibell's house
Obtain	Annie's Weapon "Andriusite"

In an event where Hack, whom you help many times, gives Annie's weapon "Andriusite" as thanks. The locations and timing of the event are as shown in the table on the right. If you see Hack after helping him, you can receive the weapon at any of the timings listed in that table. However, you can receive it only once. From the second time onward, the event changes to asking whether you are keeping it safely. Note that your answers here do not affect future developments, and it is not necessary to keep the Andriusite itself. Although it is a gift, passing the equipment down is also an option.

■ Where and when Hack appears

Location	Period
Varka	From rescue in Mesetina Cave until completion of Epohn's Trial
Pipista	After solving the altar's puzzle, until the appearance of Fenia's temple
Razilda	After hearing the story of "The Tower Soaring Above the Sea of Clouds" in Rajilda, until leaving the town
Mesetchina Cave	At times other than the three periods above, excluding after the appearance of Yuris's domain

When Yuris's domain appears, you will no longer be able to view the event. Try to obtain the staff as early as possible.

09 | Stele in Mesetchina Cave

Limited Time

Period	Phase 30~ From hearing the story about the flag in Rajilda until completing the Sacred Beast Ephon's trial (first time)
Location	Mesetchina Cave
Acquisition	

After Veigue and the others discover the stele in Mesetchina Cave, Huck will be the one to decipher the stele. As time progresses, the deciphering advances as well, and the content gradually approaches the core. The timing when the content changes is shown in the table below, so it's good to stop by occasionally and listen to Huck. Note that Phase 47 in particular has a very short timeframe, so be careful. Also, if Huck is not in the cave, a note will be left instead. The deciphered content is written on that note,

so examine the stele.

Scenario ■ Periods when the stele's deciphered content changes

Phase	Specific timing
30~31	From hearing the flag story in Rajilda until completion of the Trial of the Sacred Beast Ephon (first time)
35~41	From encountering Sale in front of the Rajilda inn until completion of the Trial of the Sacred Beast Wontiga
42~44	From first arrival in Bersas until completion of the Trial of the Sacred Beast [illegible]
45~46	From first arrival in Mokurado Village until completion of the Trial of the Sacred Beast [illegible]
47	Hear information about the Illusory Island from Franz ~ Until the first encounter with the sacred beast Landgrez
48~	After the journey of mediating between Humans and Gajuma across the world

10 Wartu and Eugene

Limited Time

Period	Phase 36~41 After Kyoguen's arrival ~ Until the trial of the holy beast Wontiga ends
Location	In front of the Kalegia Castle gate in Valca
Acquisition	

When you try to enter Karegian Castle, Vardou happens to pass by there and a conversation event with Eugene begins. If you are progressing through the main story normally, this is a subevent that is easy to miss because it occurs when you are at Kyoguen or Norzen and the event window is short.

The event starts when you reach the spot shown in the photo. Be careful: this is not in front of Karegian Castle where you disembark from the railway.

Explain to Wartu

It's Eugene. As the story progresses, you should understand the reason.

|Auction

Limited Time

Period	Phase 40~57 After ascending Nereg Tower ~ Until Wang Gin dies
Location	Valca Museum
Acquisition	Title "Auction Master" and others

The event starts when you speak to the curator at the Valca Museum. You will be asked to win a rare item to display in the museum at the Kyoquen auction. One of eight possible requested items will be chosen at random, so go to Kyoquen and bid to win it. When you win the bid you will receive a cash reward and be asked whether to display the requested item. If you examine the displayed item, you can obtain the title corresponding to that character (see the table below). Note that auctions may list items like those in the table on the right in addition to the requested items. Also, remember that the next auction may take place after you stay at an inn or leave and then return to the world map.

Probability of Each Item Appearing in the Auction

Status	Dependencies	Normal	Rare
Request accepted	1/6	3/6	2/6
No request accepted	0	3/5	2/5

※This does not apply if you have won all rare items at auction.

List of Requested Items and Acquired Titles

Title Holder	Items	Acquire Title	Approximat
	Veigue Sools Milk-branded Milk Can	"Pensive Youth"	10000
Mao	Bushbaby Statue	"Likes Cute Things"	25000
	Eugene First King Karekin's Armor	"Loyal Retainer"	40000
Annie	Abstract Painting	"Critic"	15000
	Titrely: Gold Frying Pan and Silver Ladle	"True Chef"	30000
Hilda	Cello	"Cello Player"	47000
Clare	Pipista specialty hemp fabric	"Simple-hearted girl"	8000
Agate	Gorgeous dress	"Gorgeous Lady"	50000

List of Common Auction Items

Items	Approximate Price	Listing Probability	Maximum Num
Grape Me	2250	Uniform 1/11	Unlimited
Ucchari Gumi	2400		
Lime Gumi	840		
All Divide	6750		
Hourglass	15000		
Flare Powder	4500		
Aqua Powder	4500		
Gale Powder	4500		
Earth Powder	4500		
Light Powder	4500		
Dark Powder	4500		

List of Rare Auction Items

Items	Approximate Price	Listing Probability	Maximum Num
Sage	3000	20/451	3 times
Lavender	3000	20/451	3 times
Verbena	3000	20/451	3 times
Rosemary	3000	20/451	3 times
Saffron	3000	20/451	3 times
Chamomile	3000	20/451	3 times
Savory	3000	20/451	3 times
Slash Refining Stone	1500	25/451	5 times
Refining Stone	1500	25/451	5 times
Art Training Stone	1500	25/451	5 times
Refining Stone	1500	25/451	5 times
Awakening Stone	2550	15/451	3 times
Marcrioza	5850	30/451	3 times
Chris Place	4500	30/451	3 times
Nature Topaz	6300	35/451	2 times
Medical Topaz	5775	35/451	2 times
Mental Topaz	5685	35/451	2 times
Misty Emerald	10000	15/451	1 time
Life Diamond	75000	1/451	1 time
Golden Fork	30000	5/451	1 time
Dash Boots	15000	10/451	1 time

Check Point

Rules of the Auction

At the auction hall, there are several participants besides Veigue and his group, and you will compete with them over bid amounts. During the auction you can change your bid using the commands on the right table; after you place your bid, if no other participant bids, you win the item. If it's an item you want to win for a sub-event or similar, you have no choice but to keep raising the price as long as you have gald. Conversely, if it's not a particularly desired item, choose "Give up" early.

Note that participants tend to respond easily to "Probe" but are less likely to react to "Raise the price." Also, if the price exceeds the guideline price, it becomes harder for them to compete further. When the price reaches about 65~75% of the guideline price, selecting "Raise the price" should almost certainly let you win the bid.

Auction Commands

Command	Content
A Raise the price	Increase the price by about 50%
Make inquiries	Add about 5% to the price
Give up	Auction ended

If the price isn't rising much, raise it yourself. However, be careful about the timing of "driving up the price."

12 Hilda's Reading of Time

Period	Phase 47~ After completing the Trial of the Sacred Beast Gyrione
Location: Valca Port	
Obtained: Hilda gains the ability to do fortune-telling	

Once Hilda has acquired the power of the Sacred Bea st Gyrione, try visiting the fortune-teller at Valca Port. S witch the party leader to Hilda and speak with them, an d from then on Hilda will be able to read fortunes for c ompanions. To have a reading, use the precious item "T arot Cards" from the item menu.

Hilda can read fortunes about love, health, and financial luck. There is, of course, no limit to th e number of times.

14 Secret Diary

Period	Phase 56 ~ After defeating the apparitions of Mao and Eugene in the middle level of Ulysses's domain
Location: Valca	
Acquisition: You can read a party member's diary	

This event involves Yotza at Valca's tavern showing you a diary.

Switch the lead to Annie and talk to Yotza, then choose "E xpensive Important Docu ment" from the displayed optio ns. You'll be asked to pay 50,000 gald to see it, but that sho uldn't be an amount the party at this stage can't afford. Th e contents of this\u00a0confidential document are Annie's diary, which contains an outline of the story as seen from her perspective. Note that even after paying the gald, you must keep Annie as the lead to read it. Incidentally, when you view Annie's diary, an additional option called "Killing Time Info" is added. This also seems to be someone's diar y, but it is handled very differently from Annie's diary and anyone can read it for free.

3 New Equipment Arrival

Period	Phase 55~ After the appearance of Yuris's domain
Location: Valca	
Acquisition: New items are displayed at the equipment shop	

If you visit Valca after Yuris's domain has appeared, Tetitre will soon suggest it's time to change weapons. After the event, new items will appear in several shops. You can buy top-tier equipment, so be sure to stop by.

The equipment shop re achable by train At the "Center of the World", all weapons and armor can be purchased.

■ Items at the Accessory Shop

Item Name	Type	Price
Feet Emerald	Gem	8252
Heal Emerald	Gem	8784
Fols Emerald	Gem	8890
Mighty Emerald	Gem	9583
Charge Emerald	Gem	9369
Misty Emerald	Gem	10648
Delay Check	Amulet	1500
Weak Check	Amulet	2500
Poison Check	Amulet	1500
Freeze Check	Amulet	2500
Paraly Check	Amulet	2000
Panic Check	Amulet	2000
Earthlist	Amulet	2500
Gale List	Amulet	1500
Flare Wrist	Amulet	2500
Aqua List	Amulet	1500
Light List	Amulet	2000
Dark List	Amulet	2000

■ Items at the Weapon Shop

Item Name	Equipper	Price
Earringsword	Veigue	10415
Fortis Sword		13365
Platinum Tonfa	Mao	12150
Fortitonfur		15795
Size	Eugene	8680
Fortis Spear		18225
Grand Scepter	Annie	13015
Forti Staff		17010
Mithril Arms	Titrei	9545
Forti Arms		12150
Shining Card	Hilda	11280
Forti Card		14580

■ Armor Shop Items

Item Name	Equipper	Price
Platinum Armor	Veigue	9400
Forti Armor		12150
Prism Jacket	Mao	7955
Forti Jacket		10125
Platinum Mail	Eugene	10845
Forti Mail		14175
Prism Cloak	Annie	7230
Forti Cloak		15185
Platinum Plate	Titrei	10125
Forti Plate		13160
Prism Robe	Hilda	8680
Forti Robe		11135

Chapter ■Items Added to the Tool Shop "Miyako no Tomo" (Friends of the City)

Item Name	Type	Price
Setting Materials: Grape-mi	Items	2000

~Cliffside Village~

Pipista

The events around Pipista are mostly small and easily overlooked, but they are not time-limited, so you shouldn't miss them.

15 Is Weapon Enhancement My Current Obsession?

Period	Phase 35~ After Completing the Trial of the Sacred Beast Fenia
Location	Sacred Brazier
Obtain	Hilda's Armor "Rifreil", Annie's Armor "Wedding Dress"

A merchant-like man stands at the brazier on the left wing. If you give him a Rune Stone-type item, he will reward you with armor. You can exchange armor up to two times, receiving Annie's armor "Wedding Dress" and Hilda's armor "Rifrel" respectively. Both are rare, non-sellable items, and if obtained early, they will be more useful than shop-sold armor for a while.

If you do so, the travel distance will be shorter. The brazier where the man is located is in this position immediately after clearing the Fenia Temple.

16 | Thick Curtain

Period	Phase 55~ After Ulyss's Domain Appears
Location	Pipista's private house
Acquisition	

At the house where Hack from Pipista was being held, there's a simple event that lets you peek behind the curtain. First, refer to p.373 and complete the minigame "Play with Usanin" to the end. After following the flowchart steps, head to Pipista. The object placed behind the curtain is a figurine related to Usanin's village, and the reaction varies depending on the lead character. Even so, why would Pipista have such a figurine? That mystery is never explained...

■ Flow leading up to viewing behind the curtain

In Usanin Village, finish the minigame "Play with Usanin" completely

↓

Enter Neko-nin's house and examine the "Noko statue"

↓

In Pipista's private house, examine the curtain at the back

~Fuga Palace~

Kyogen

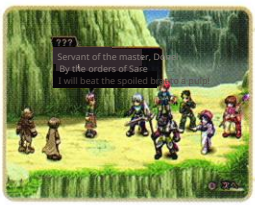
Kyoguen, who will visit the "Auction (see p.361)" many times. There is an event inside Wang Gin's mansion, which is the auction venue.

17 | Donel Again

Period	Phase 44~ Since Claire's speech in Belsas
Location	Wang Gin's Mansion in Kyoguen
Acquisition	

Donel, an earth Foles user fought in the climbing cave. Gravely wounded and near death, he was at Kyoguen. If you go to Wang Gin's mansion, Donel should be in the room where Claire was captured. However, something about him is strange. Although his distinctive way of speaking hasn't changed, his personality has completely altered. Incidentally, information that Donel is alive can be obtained from Valca's informant Yottsua. If you have been buying "rare, reliable information" from him, you can learn it as a rumor.

Donel has become oddly quiet. What on earth happened to him?



Compared to past Donel, the change is easy to see. He no longer uses rough language.

~Shiragin Village~

Norzen

The only sub-event is "The Girl with the Feather Fole" that occurs in Rempao Sky Garden. However, it is the longest sub-event in this work, so it is well worth seeing.

18 Feather Foles Girl

Period	Phase 45~ After completing the Trial of the Holy Beast Shaorun (first time)
Location	Rempao Sky Garden
Obtain	Titles: "Good Leader", "Master of Cooking", "Woman Who Knows Loneliness", etc.

Once you can ride the Shaorun, you can reach the Rempao Sky Garden, which is located above the mountain range in the Norzen region. This event tells the story of Ninon, a girl who was forced to live there due to a Foles rampage.

If possible, do this as a priority. You'll benefit. Complete the titles. Three people obtain titles from this event.

Flow of events related to Ninon

Period: After completing the Trial of the Sacred Beast Shaorun (Phase 45~)

- Meet Ninon in the hut at the back of the Rempao Sky Garden
- Re-enter the Rempao Sky Garden and speak to Ninon again
- Gather 7 Akadama mushrooms at the hut on the Toyohous River
- Give the Akadamadake to Ninon in the Lempao Sky Garden
- Go out to the world map and re-enter Lempao
- Examine the Akadamadake in front of Ninon's hut
- Talk to Ninon
- Finish STEP 1 of the subevent "Mobile Library"
- Meet Ninon in the Lempao Sky Garden
- Borrow "Travelogue" from the Minar library
- Go to the Rempao Sky Garden and lend Ninon the "Travel Journal"
- Exit to the world map and re-enter the Rempao Sky Garden
- Retrieve the "Travel Journal" from Ninon
- Return the "Travelogue" to the Minaal library

Timing: After heading to Beast King's Mountain for Georgias's revival (Phase 54)

- Go see Ninon in the Lempao Sky Garden
- Receive a "Requiem Pill" from Igor in Kyoguenn ※1
- Return to Rempao Sky Garden and give Ninon the "Requiem Pill" ※2

Period: After defeating Garuenbrion in Yuris's domain, middle layer (Phase 57~)

- Talk with Ninon at the Rempao Sky Garden

*1 After Igol places the Wisdom Jewel in Uris's domain lower level, he moves to the front of Pipista's inn. You will receive the "Hourglass".

~Trading Town~

Belsas

There are two sub-events here, and both allow you to obtain powerful pieces of equipment. Many of these items can only be obtained here, so don't skimp

Many of these items can only be obtained here, so don't skimp on the effort to comp

19 Gem Collector Lady

Period	Phase 44~ Since Claire's speech in Belsas
Location	Belsas Port
Rewards	Titrelay weapon "Distrange", Annie weapon "Gairyuion"

At Belsas Port you meet a gem-loving lady. When you talk to her, you will be asked to give a gem of the type you choose; regardless of which gem you give, the first time she will exchange it for Titrela's weapon "Distrange", and the second time for Annie's weapon "Gairyuion".

The gem handed over is the most valuable. Make sure to prepare cheaper g ems. The ones with lower value are automatically se

20 Salvage

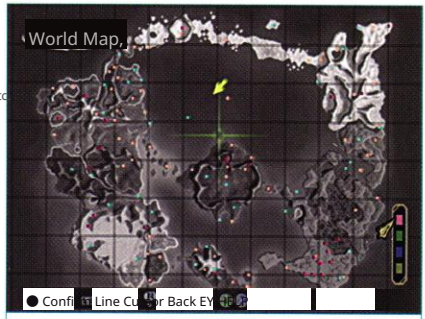
Period	Phase 48~
	Since setting out on a journey mediating around the world
Location	Belsas
Obtained Valuables: "Aifried's Hand Mirror", Talisman: "Silver Gauntlet", etc	

Mauro, a descendant of the pirate king Ifried, whom you m et while searching for the Phantom Island. Based on the treas ure hints he entrusted to you, this is an event in which you car ry out salvage operations across various locations. Refer to th e procedure on the right and the "Salvage Map" in the append ix of this book to pinpoint the salvage points.

From the tenth one on ward, the hints becom e vague and the searc h area widens. Make u se of the full map.

Among the items recov ered by salvage are sp ecial talismans and oth er items that can only b e obtained here.

Salvage Procedure



1 From the world map, press the button to display the salvage map

2 Following the hint, draw a line with the L1 button and the right stick to plot a course on the map

3 Place the cursor on the point where lines intersect and press the button to confirm. Or select the sea area enclosed by the lines

4 The confirmed point will appear on the world map, then travel by free ship

5 There will be a spot on the seabed near the point that is glowing, move the ship over that spot

6 Press the button to perform the salvage. If successful, you will obtain a treasure chest

7 After raising the treasure chest, go see Mauro

8 After handing over the next cipher, return to the world map once and then re-enter to complete the deciphering

Salvage Obtained Items and Hints

Occurrence Order	Item Name	Hint
1	Apple Gum, Peach Gum, Grape Gum, Ucchari Gum, Lime Gum	Where the route heading east from Bersas intersects with the route heading north from Minarl
2	Liidial	Where the route heading west from Norzen intersects with the route heading north from Valca
3	Refining Stone, Strike Refining Stone, Technique Refining Stone, Recovery Refining Stone, Awakening Refining Stone	Where the route heading west from Norzen intersects with the route heading north from the
4	Burst Bottle, Panacea Bottle, Liquor Bottle, Life Bottle, Elixir	Where the route heading east from Usotsutsuki intersects with the route heading north from Babylograd
5	Brebandi	Where the route running east from Wasuretekusa meets the route running north of the capital
6	Sunny Hat	Where the route west of the town with the auction meets the route south of the ice-breaking grass
7	Flare Powder, Aqua Powder, Gale Powder, Earth Powder, Light Powder, Dark Powder	From the intersection east of the Etore Monument and north of the capital's route, the r oute aiming for Nereg Tower, and the route that heads east toward Bersas Port
8	Soredia	From the intersection west of Kyoguen and north toward Usubakakagerou, the rout e aiming for Norzen, and the route that heads north toward Rajilda
9	Gunho Belt	From the intersection east of the hut with the windmill and north toward the town with the Azure Sanctuary, the route aiming for Anikamar, and the route that heads east toward the Pu
10	Sage, Lavender, Verbena, Rosemary, Saffron, Chamomile, Savory	Somewhere in the sea area enclosed by the route east of the Guilione Sanctuary and south toward the Enchanting Hidden Village, and the route north of the Emerald Swallowtail and west tow
11	Silver Gauntlet	Somewhere in the sea area enclosed by the route north of the Goldfish and east toward the Rarlren Great Bridge, and the route north of the Trading Town and west toward the Blue Monument
12 Aifreed's Hand Mirror		Somewhere in the sea area enclosed by the route east of Minar and south toward the Si lver Village, and the route north of the town where the two tribal leaders live and east toward the Purple Monu

~ The Enchanting Hidden Village ~

Usanin Village

In Usanin Village, in addition to sub-events, ther e are gimmicks such as pulling carrots out of the field. You can also replant them with a button.

21 Peeking Neko-nin

Period	Phase 45~ After completing the Trial of the Sacred Beast Shaorun
Location	Usanin Village
Acquisition	—

Every time you give 15 Maneki Neko, they will sho w you a special weapon that Nekonin carries. Howev er, they only show it—you do not get it registered in the collector's catalog. To obtain it, you must trigger a shape change via the irregular weapon inheritanc e (see p.116).

You can choose the type of weapon. At first they show the " shamisen." From the second time onward, you can pick whichever

22 Hidden Usanin

Period	Phase 55~ After clearing the minigame "Play with Usan"
Location	Usanin Village
Obtain	Title such as "Pani Hunter"

If you complete the minigame "Play with Usanin" (see p.373) to the end, a "Hidden Usanin" will appea r behind the scarecrow up the climb. Finding him (o r her?) grants the title "Bunny Hunter." At the same time, additional screen chat entries viewable in "Pla y with Usanin" are added.

You can also view the Clean C hat. A special recording of John T okyo Game Show 2004 bar

23 Movie Usanin

Period	Phase 45~ After completing the Trial of the Sacred Beast Shaorun (only from the second playthrough onward)
Location	Usanin Village
Acquisition	—

Once you clear this game once, you carry over information and can enjoy a second playthrough and more. You can enjoy the second playthrough. With a save f ile from the second playthrough or later, you can discover even analysis-only content: the Movie Usanin. This Usanin will show you all the movies that can be played in this game. If you want to enjoy the movies repeatedly, progress into the s econd playthrough and look for Usanin (see p.446).

This is the Movie Usa that is here
nin. If you look at the photo, you can tell where is
You should be able to understand well whether you want to w

24 Total Annihilation Nekonin

Period	Phase 45~ After completing the Trial of the Sacred Beast Shaorun (only from the second playthrough onw
Location	In the Nekonin house in Usanin Village
Acquisition	—

Just like the Movie Usanin, the All-Destroyed Nekoni n that appears inside the house only appears from the second playthrough onward. Here you can hear the li nes spoken when they are annihilated, which change according to the story's progress. The voice lines are, r espectively, Mao's voice, Ephon's voice, Landgrease's voice, and Georgias's voice.

The fee is one beckoning cat and it's cheap.
They showered me with word
s. However, if you refuse, the nekonin will be scathi

Others

A summary of sub-events that occur in various parts of the world or whose locations are not fixed. Because you trave l to different places, the conditions can be strict.

25 The Afterwards of the Beautiful Women

Limited Time

Period	—
	Individually for each beauty
Location	Various places around the world
Acquisition	

The beautiful Human women from each town who had been confi ned in Karegia Castle welcome the reunion with Clea in this event. T he event begins when you speak to a beauty at the locations listed in the table below.

The conversation patterns indicate that the dialogue c ontent changes when an event occurs; however, each event can be seen only once per heroine. Therefore, to view different conversation patterns, save before talki ng and reload after the conversation if you want to try again. Note that the most difficult pattern to see is Pat tern B for Fam, which only occurs during a very narrow window—from the moment Veigue goes berserk in M inarl until the party returns to Sools.

■Locations, Timing, and Conversation Patterns of the Heroines

Heroines	Location		Period	Conversation P…
Helen	Mineral	In front of the gym	After defeating Georgius ~ until heading to Minarl to mediate between the races	A
		Inn	Just before leaving Sools with Agate	B
			After Razilda disappears ~ until fighting Milhaust on Beast King Mountain	
Serena	Petonajanka	Titrey's house	After defeating Georgius ~ until visiting Scarab's house in Belsas	A
			From heading to Sools with Agate until fighting Milhaust at Beast King Mountain	B
Pola & Natalie	Sunny Town	North Gate	Defeat the rampaging Eugene ~ Until visiting Scarabe's house in Belsus	A
Mira	Babilograd	Outskirts of town	Defeat the rampaging Eugene ~ Until visiting Scarabe's house in Belsus	A
			Just before heading to Sools with Agate ~ Until fighting Milhaust at Beast King Mountain	B
Maya	Razilda	In front of the inn	Defeat the rampaging Eugene ~ Until the Karegia army intervenes in Razilda	A
		Item Shop	Karegia army intervenes in Razilda ~ Until visiting Scarabe's house in Belsus	B
			Just before heading to Sools with Agate	
	Kyogen	入口	After Razilda disappears ~ until fighting Milhaust on Beast King Mountain	C
Fam	Kyogen	In front of the general store	From first arrival in Kyoguen ~ Until visiting Scarabe's house in Belsus	A
			Just before heading to Sools with Agate	B
			After Razilda disappears ~ until fighting Milhaust on Beast King Mountain	C
Rebecca	Norzen	In front of the mermaid statue	After defeating Georgius ~ until visiting Scarab's house in Belsas	A
			Just before heading to Sools with Agate ~ Until fighting Milhaust at Beast King Mountain	B

※When Maya of Rajilda is standing in front of the inn, events may not occur due to conflicts with the main story.
※ The event with Kyoguen's Fam cannot be performed while guarding the auction guests.

26 | Special Recipes

Period	—
	Always
Location	Ingredient Procurement Facility
Obtain	Recipes: "Karaage" (Fried Chicken), "Vegetable Salad", "Seafood Gratin", "Mapo Curry"

When you hand over tickets at the Ingredient Procureme nt Facility, you can raise the level of the Magical Pot. Once th e total level of the Magical Pot reaches a certain point, if you speak to the receptionist on the left, they will teach you spe cial recipes. The recipes you learn are the four types: "Karaa ge" (Fried Chicken), "Vegetable Salad", "Seafood Gratin", and "Mapo Curry." Check the locations of treasure chests on the front "World Map" and efficiently raise the levels.

22 Glutton

Period	—
	Always
Location	—
Acquisition	Title "Glutton"

Everyone playing will know that Mao's snacking pla… a part when learning recipes. Perhaps as a result of tha t, when you learn all the recipes, Mao acquires the title " Glutton." No particular event-like trigger occurs, but the status increase is "Magic Attack +7," which is large amo ng title-based changes. Refer to the "Cooking Data" on p.436 and collect all the recipes.

ミニゲーム攻略
Mini Game Capture

Among the sub-events, there are some that reward you for clearing a minigame. Each minigame is satisfying and requires considerable practice, so please refer to the article and play thoroughly.

11 Tavern

Period: Phase 05~
After arriving in Minar, when the story is not at an important development

Location: Minar Tavern

Rewards: Title "Nice Waiter", recipe "Gorgeous Salad", etc.

The minigame played at the Minar Tavern is a simple one where you must deliver drinks to customers who ordered them within a time limit. If you change the lead character and talk to someone, the character who carries the drink will change, and clearing it with Hilda will grant the recipe "Gorgeous Salad."

When carrying drinks, even a short run can throw off your balance and cause you to drop them, so it's recommended to advance by tapping the directional pad in small increments. Pushing the stick normally makes fine adjustments difficult, but this method reduces failures and makes it easier to cover distance. If Veigue and the others start sweating, it's a sign you're about to drop the drinks, so take a short break.

■ Layout inside the tavern

When at the location shown in the photo, sta When carrying to the upper left, a drunk Adjust things so you can go on a date.

When the bartender asks you to do a task. There must be other reasons. T he reasons change frequently. Really

■ Points for each of the three types

Veigue & Mao

Because it takes a long time for the drink to fall, it is the easiest difficulty. If controlling with the analog stick is hard, try using the directional pad. The top speed is slow, so it's harder for the drink to fall.

Eugene & Annie

As customers increase, drunks will also appear toward the upper right. These drunks are troublesome; just touching them will make the drink fall. Start walking at the right timing to avoid bumping into them.

Titrei & Hilda

The drink falls quickly and the time limit is short. If you think you don't have enough time remaining, talk to a customer you haven't ordered for. You can retry without penalty, so take a moment to get ready before attempting again.

02 River Descent

Period	Phase 10~ After arriving at Sunny Town
Location	Hut on the Toyohousu River
Rewards obtained	Veigue title "S Rafting Man", Amulet "Cool Luster", etc.

A mini-game where you ride a raft down the river. If you hit obstacles or bats your life decreases, and if it runs out it's game over. Use a button to jump and avoid logs, and use a button to fire nuts to defeat bats as you progress. Defeat the boss at the goal to clear it, and if your score is 100,000 or more you can obtain the item corresponding to the route (see table at the bottom right). Additionally, if you obtain items on all routes, Veigue's title "S Rafting Man" can be acquired.

Explanation of appearing items

Nuts — Item: 100 points

Increases the number of nuts by 5. They are used extensively in boss battles, so you should secure around 70 of them.

Life ring — Item: 100 points

Restores one life. You can have up to five, but for increasing your score collect them.

All — Item: 100 points

Movement in the left-right direction becomes fas ter. It makes avoiding obstacles easier and also helps with item collection.

Fish — Item 300 points

Each fish adds 300 points. If you're aiming for a high score you'll want to be sure to get them.

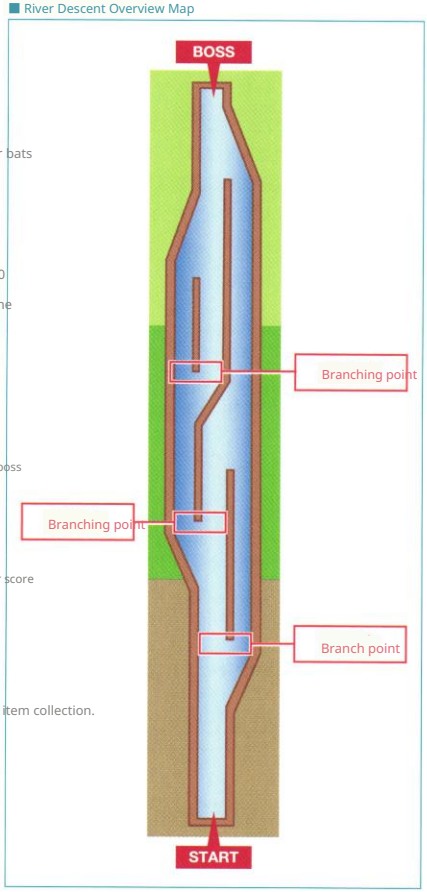
Bat — Obstacle 400 points

If touched, you lose 1 life, so avoid it or shoot it down with a nut.

Bubble — Obstacle 100 points

For about 5 seconds, jump and Nuts cannot be used. Can be destroyed with Nuts.

River Descent Overview Map



Items Obtainable by Course

Course	Choice at the for	Obtained Items
Route 1	Left, Right	Life Pearl
Route 2	Right	Verbena
Route 3	left, left, left	Paralyze Check
Route 4	left, left, right	Cool Luster

Check Point

To win the boss battle

Avoid the boss's attacks while continuing to attack. When it uses the attack that sends out shockwave-like waves, target th e leg opposite the arm that launched the attack, and when it a ttacks by striking the water surface to create ripple-like waves, jump to avoid the waves and attack in midair. Also, when the boss crosses its arms, it signals a charging attack. Move sideways in advance.

If aiming for a high score, the charging attack is the target. Sacrifice one Life if necessary and fire continuously from point-blank range.

03| Panic Dreamer

Period	Phase 40~ After ascending the Nereg Tower
Location: A hut near Nereg Tower	
Obtained: Title "Mr. Perfect" and others	

In the dream world of a man named Tomoi, you can challenge mission-clear style mini-games. The dream is composed of three stages, and the total number of missions is a large-volume 39. The basic rule is to meet the conditions—such as not losing all life or to accomplish objectives like escaping until time runs out or reducing a rival's life to zero—within the time limit. Conditions include escaping until time runs out or r educing a rival's life to zero.

Various items fall from the sky and their effects activate after a certain amount of time (see table below). Items ca n be picked up before they activate, and you can throw th em to trigger their effect. When you have nothing in hand , use a tackle to knock an enemy down, then pick up the d owned enemy and throw them. Clearing all missions gran ts rewards such as titles and hidden stages.

Terrain Uplift

From the activated location, it creates rut-like steps extending in all directions. On stages where many dangerous items fall, your movement range becomes considerably restricted, so you should be especially cautious.

Flame

An item that scatters flames in all directions. It is easy to avoid, b ut the flames remain for a while, restricting movement. If you th row an enemy into these flames, you can reduce the enemy's life.

Explosive Bomb

After appearing, a countdown begins; when it reaches 0 it expl odes. The explosion's damage radius isn't visually obvious, so k eep a large distance until you get used to it.

Meteorites

When activated, a shower of meteorites continuously falls across th e entire screen. A dish that bounces meteorites appears where an i tem was located; if you pick up this dish you can protect yourself from the meteorites.

Homing

An orb of light that deals damage appears and chases targets reg ardless of friend or foe. If you throw it yourself it will fly toward ot hers; but if you are the only one present it will come back at you, so be careful.

Laser

When activated, green lasers are deployed and after a few second s they turn orange. Touching the orange laser deals damage and a lso paralyzes you for a period, preventing movement.

Cauldron

A giant cauldron appears, pouring hot water like a waterfall. Bei ng hit by the hot water causes damage, so move away as soon a s it appears. The damaging area is narrow, so you don't need to move very far.

Hall (Black)

When activated it attracts objects and, if it is near you, will hold you in place. It also pulls in flames and homing attacks, so activa ting it at a location away from yourself can help you avoid danger.

Hall (White)

Unlike the Hall (Black), it pushes objects within a certain distance back with a powerful gust of wind. If you are nearby it can be a n uisance, but since you can be pushed out of its effective range, it does not restrain you as strongly as the Hall (Black).

Jump

When activated it becomes spring-like; standing on it lets you jump. A shockwave is generated on landing, which can damage enemies Because you can strongly use the Hall (Black) attack, it is very easy to land hits.

Feather

When picked up, wings appear on the head and you can fly in the ai r for a limited time. Use it to retreat to a safe place when flames or other hazards are troublesome. However, you can only fly while moving; if you stop, you will fall.

Ice

When activated, this item freezes the surrounding ground, making it slippery. Walking on the frozen ground causes you to slide and m ove faster, but be careful: if you stay on it for a certain period of time you will take damage

Star

An item that appears only in "collect ★ items" type missions (see next page), and is mission-exclusive. While carrying a Star a coun tdown progresses, and when it reaches zero one life is restored.

Gummy

In the gummy-using mission (see next page), you pick up this gu mmy, throw it, and attach it to other gummies to earn points. Fu rthermore, by attaching multiple gummies you can create chains and score higher poi

The first dream is intended as a tutorial

The initial dream consists of four missions. Only the first one has a relatively low difficulty, so play it mainly to get used to the controls and to check the effects of items.

Partway through, an enemy called the "Jet-Black Wings" appears and starts causing trouble. If you are unfamiliar with the controls, it is recommended not to attack and to focus on evasion.

After a while they will defeat themselves.

Also, by choosing to view the tutorial from the game's start options, you can learn the basic rules, controls, and the effects of frequently encountered items. Be sure to watch it once.

The rest becomes the public b
ath stage. It's bad. At first it's the ra
rich stage, but the stage changes with each mission.

The second dream is markedly more difficult.

After clearing the first dream, Tomoi begins to experience a different dream. This second dream consists of five missions, but the difficulty is several levels higher, making it challenging even just to clear them. Below are the strategies for each mission. ■Strategies for each mission

Refer to the攻略 methods for N, practice, and proceed little by little. If you give up and retire midway, the next time you start you will have to begin again from Mission 1. It's better to take your time and tackle it when you have enough time.

Mission 1

Simultaneous control! Veigue = Mao? — **Carrying homing devices is the key**

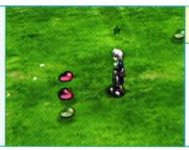
This mission follows the "simultaneous control" rule, where Mao moves in the same way in sync with Veigue's movements. It's difficult to move both so they don't take any damage, and especially avoiding the homing attacks is extremely hard. What I recommend is having each character keep a homing device. In this mission only up to two homing devices will appear, so no more will spawn after that. After that, just watch out for other items

Mission 2

Collect 5 stars! — **Try to incite a showdown among the Jet-Black Trio**

The mission's objective is to obtain the star that moves around the stage and raise your life up to five. When you pick up a star, the Jet-Black Trio will chase you and repeatedly tackle you. Simply running away will eventually get you caught, so aim to make the enemies attack each other. Escape by circling around them and lead them so that the trajectories of their tackles overlap. When they get back up, make them collide with each o

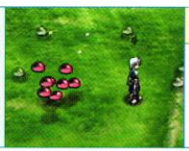
Mission 3



Connect the gummies! Over 30 points — **Grasp the basics of gummy tossing**

Throw the mission-limited item "gummy" and attach it to other gummies to score points. Earning the 30 points required to clear is not difficult, so treat this as practice before attempting the next Mission 4. The trick is not to throw while running. If you throw while running, inertia will carry the gummy too far, making it hard to aim. When you're not used to it, stop each time, then take careful aim and throw the gummy.

Mission 4



Connect the gummies! Exactly an 8-chain — **Next, challenge yourself with combos! This time you need the technique called a "chain," which attaches multiple**

gummies at once. Here, attach eight gummies to achieve an 8-chain and clear the stage. When gummies stick together they disappear after a few seconds, so the key is to attach gummies with a good tempo before they vanish. However, the clear condition is strictly "exactly an 8-chain." Be careful not to exceed an 8-chain in your momentum, or you will fail the condition.

Mission 5

Simultaneous control! Collect 3 of them! Ginnal & Yushia — **Carry dangerous items!**

This is a difficult mission where you must collect stars while controlling characters simultaneously and Ginnal and Yushia interfere. The tactic of obtaining a star and trying to cause enemies to fight each other is effective, but because of the simultaneous control you have no leeway to avoid items. Therefore, use the item appearance limit as in Mission 1. Except for bombs, the limit is one, so give dangerous items like homing ones to the charac

The final dream with high freedom where you can also battle

After clearing the second-stage dream, Tomoi becomes able to control dreams, and in addition to new dreams, you can also play t he previous dreams. Of the three options, the "Controllable Drea m" is the final-stage dream. There are 30 missions in total, and mi Completed missions can be replayed freely later. There is also a Custom Mode where you can specify rules and stag es, and if you connect two or more controllers, players can also enjoy battles against each other.

■Complete list of all 30 missions

Number		Title	One-point strategy
1	時間	A light warm-up	This mission is among the easiest. There shouldn't be anything particular to worry about.
2	Run away a lot—	Various items	Veigue has only one life. Watch out for stones and lasers.
3		Black Ginnal	You can't defeat the Black Ginnal, so use it as a target to clear homing attacks.
4		Black Jet-Black Wings	The time limit is as long as 120 seconds. Carry the homing while you run away.
5		Homing Festival	Great for practicing homing avoidance. The key is to lure them in and then dodge.
6		Homing and Black Jet-Black Wings	Easier than a solo "homing festival." Use the Jet-Black Trio as a shield.
7	Is running away a win? There is a difference in stamina, though...		Since you only have one life, focus on evasion. Don't be too aggressive.
8	Simultaneous operation!	A light warm-up	Homing, the nemesis of simultaneous control, does not appear. Literally a warm-up.
9		Various items	Watch Eugene's slow speed. Pick up homing here as well.
10		Defeat! Ginnal & Yushia	Make Veigue or Mao invincible by knocking them out of bounds, and attack while they're invincible.
11		Run away! Black Ginnal & Black Dolumb	You'll face invincible Ginnal and Dornp. Don't force fights; prioritize evasion.
12		Why do you two move together?	You control three people at once, so the skill of simultaneous control itself is tested.
13		So why do you move together?	Because there are no enemies, avoiding homing is difficult. Pick them up to prevent activation.
14	Collect 5 stars!	A light warm-up	There is a time limit, but the obstructive "Jet-Black Wings" are not present. You can clear it if you collect the
15		Various items	If you have the Star, be careful: you'll have to dodge the homing attacks on your own.
16		Fighting over Ginnal	There's no time limit, so defeat Ginnal first. You can deal with the Star later.
17		Fighting over the Jet-Black Wings	As with Mission 16, the key is to defeat the "Jet-Black Wing" first.
18		Homing Festival	All homing attacks target you. Avoid being trapped by terrain ridges.
19		Black Jet-Black Wings	This is similar to Dream Mission 5's second encounter. Clear it the same way.
20		Homing and Black Jet-Black Wings	After taking the Star, move to an area separated by terrain ridges to distance yourself from the "Jet-Black W
21	★の回収も～	Veigue = Mao Ginnal is here too	This is a combined mission of simultaneous control and collection. First, defeat Ginnal.
22		Veigue = Eugene Ginnal & Dolump	Use the fast-moving Veigue to knock the enemy out of the arena, and attack with Eugene while that happens.
23		Veigue = Mao = Annie!	As damage prevention, restore your Life to at least four beforehand.
24	Connect the gummies!	Score over 100 points	This mission is to get used to handling gummies. Learn the basic actions here.
25		Exactly 10-chain	While throwing gummies, count your combo chains. That's basically all you need to do.
26		Short-term battle: score over 300 points	If you reach a 13-chain or higher just before time runs out, your score will be tripled as a bonus. That comple
27		Short-term battle: exactly 10-chain	There's no time to wait for gummies to fall. Retrieve distant gummies and long-throw them.
28		While fleeing, score over 100 points	If you throw gummies near the hole, they tend to gather in one spot, so use that to your advantage.
29		While fleeing, exactly 8-chain	Terrain ridges block access to gummies. Secure chains by long-throwing.
30		Last mission: score over 150 points	The "Jet-Black Wing" just attacks indiscriminately. Stay as far away as possible and set up your chains.

Check Point

Clear bonuses are packed full!

In "A Dream One Can Control," completing missions add s elements to Custom Mode. Clearing the first-time missio ns for game types such as "Simultaneous Operation!" (8, 1 4, 24) will unlock the ability to play those same game types. Also, if you clear all missions, you will be able to use "Jet-Bl ack Wings."

Items added for clearin g all missions include " Cliffside" and the title "Mister" -(for females, Miss) - "P erfect" as well.

4 Play with Usanin

Period	Phase 45~
	After completing the Trial of the Sacred Beast Shaorun
Location	Usanin Village
Acquisition	You will be able to view screen chat

A mini-game where you rearrange cards together with Usanin.

If you talk to the Usanin standing near the village fields, Screen

You can enjoy a game displayed on a chat-like screen w here you rearrange eight types of cards depicting Veig ue and the others so that they meet given conditions. E ach card has placement requirements, and you clear th e game by satisfying all of them. As a reward, you gain access to view the in-game screen chats, including any you haven't seen yet. Also, the number of puzzles availa ble increases up to six according to your story progress , and each one you complete unlocks new screen chats

The system is such that they are added one by one. Note that whe n you completely conquer it, a "Hidden Usanin" (see p.366) will appear in the back of the village.

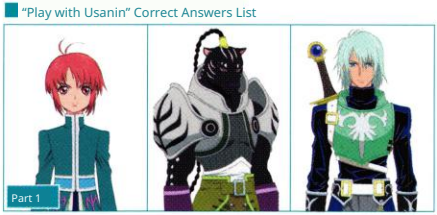
Start times for each stage

Game stage	Period
Part 1: Upon first arrival at Usanin Village	
Part 2	From the time you begin searching for the Phantom Island
Part 3	After the purification of longing
Part 4	After holding the party in Sools
Part 5	After Ulysses' domain appears
Last	

List of Conditions

Part 1	Veigue	The person on the right is Eugene
	Mao	No conditions
Part 2	Eugene	There is no Mao to the left
	Eugene	Veigue is not to the left
	Mao	Eugene is not on the immediate left
	Annie	The person on the right is Eugene
	Veigue	Mao is not to the right
Part 3	Eugene	To the left is Mao
	Titorei	To the left is Hilda
	Mao	Titorei is not to the left-hand side
	Veigue	There is no Mao to the left
	Hilda	No conditions
Part 4	Eugene	Titorei and Veigue are not to the right-hand side
	Titorei	No conditions
	Annie	Titorei and Veigue are not to the right-hand side
	Veigue	The person on the right is Eugene
	Clare	The left neighbor is Annie
	Agate	The right neighbor is Annie
	Titorey	The right neighbor is Claire
	Mao	The left neighbor is Annie
Part 5	Annie	Hilda is not to the left
	Claire	Mao is not to the right
	Hilda	Claire is to the left
	Eugene	Veigue and Hilda are not to the right
	Titlay	Eugene is not to the right
Last	Annie	The right neighbor is Claire
	Veigue	No conditions
	Clare	Veigue Titrell is not on the right-hand side
	Hilda	Not Veigue on the left side

"Play with Usanin" Correct Answers List



サイグローグの館
Cyglorg's Chambers

A mysterious manor quietly stands in the freezing land of Nostalia. That is Cyglorg's Mano r. This manor, which can be challenged after Yuris appears in the domain, is a dangerous dungeon where some of the strongest-class enemies in this work appear.

Rules

First, learn the complicated rules

The Cyglorg Mansion is a special dung eon consisting of 60 floors. Within a time limit, you advance t o the next floor by meeting the clear conditions for each floor . The clear conditions and maps change randomly for each fl oor, and with each screen transition enemies from one of the regions around the world will appear. Every 10 floors a boss awaits, and defeating it causes a warp zone to the outside to appear. Note that on the first playthrough you can only reach up to floor 40; after clearing the main story and returning for a second playthrough, you can reach floor 60. However, on b oth playthroughs when you first reach floors 20 and 40 you a re forcibly expelled from the mansion.

Rules of the Cyglorg Mansion

- It consists of 60 floors in total. However, on the first play through you can only reach up to floor 40. - If you meet th e conditions within the time limit, you can proceed to the next floor. - The map is randomly chosen from five types.
- With each screen transition, enemies identical to thos e from one of the regions around the world will appear.

- You fight a boss every 10 floors, and if you win you can exit to the outside.

Enemies

Handle powerful enemies with elemental attacks.

With each screen transition, enemies identic al to those from one of the regions will appear, but their abilities are b oosted, and the farther you progress the more likely stronger enemies will appear. Also, the unique enemies listed in the table below include extremely powerful foes so you will likely struggle more than in Ulyss's domain or higher. The refore, it is good to prepare weapons with two elemental attributes by using powder-type items on your weapons. Then, switch weapons according to each enemy's weaknesses and aim for large damage.

Note that enemy strength is reset on a 20-floor cycle.

[Saiglog]
Welcome, everyone, to my labyrinth.....
The key to victory is doi
ng this. Do not waste items here
The 2nd and 4th floors are relatively safe. Ko

3 Enemy Data Specific to Saigurog's Manor

Enemy Name	HP※1	Weakness: Copper Body / Half damage / D			
Arubast	8734	–	Wind I	–	–
King's Shield Magician	2500	–		–	–
King's Shield Soldier	3000	–	–	–	–
Gald (Gil)	3381 Fire		–	Water I	–
Granpasc	8801 Fire		–		–
Stiafalk	18961 Fire		–	Water	Wind I
Stelcove	11131	–	Land I		–
Sail Thief	2750	–		–	–
Dabfangar	11888	Between	Water	Light	–

Enemy Name	HP※1	Weakness: Thin Body		Half-reduction Defense	
Derist	14527 Light		Land I	En	–
High Mountain Thief	4124	–		–	–
Haurābu	10	–	–	–	–
Furairābu	10	–	–	–	–
Borud	6136	–	–	–	–
Mountain Thief	3208	–	–	–	–
Lave Cradle	18183 land		–	Wind I	–
Albox ※2	8585	–	–	–	–
Difart ※2	8585	–	–	–	–

※1 HP may increase depending on the floor where they appear. ※2 These two enemies are disguised as treasure chests. They do not appear in normal battles, and there is no difference in their abilities

Floor

Strategy

Actions must be tailored to the conditions and the map.

In the Siglog Manor, efficient comb at methods that match the clear conditions are required. The table below introduces countermeasures in the "Con ditions" and "Separate Strategy List," so use these as a re ference to proceed. Note that even if you fail the conditio ns, the game o

■Strategy List by Condition

It won't become a game over; instead, a new condition is set, and you are returned to the last passed floor that is a multiple of 10 (if on the 5th floor you return to the 1st floor; if on the 25th floor you return to the 20th). If you absolutely cannot clear it, consider using a warp to exit.

○Achieve a consecutive HIT or more!

Difficulty: ★

Contents Achieve the specified number of hits or more by chaining attacks together during battle and win. The hit requirement ranges from a minimum of 5 HITS to a maximum of 25 HITS.

When this breaking condition appears, include short-ran _ ge fighters Veigue, Eugene, and Tytree in your party. T hen equip techniques that consume little FG so combos c an continue as much as possible. Also, for when enemies are weak, having a low-attack weapon like a broadsword can be useful.

Gather the separated companions!

Difficulty: ★★★

Contents Veigue is alone; search the floor to find your companions.

Since Veigue is alone, there is a high chance of being d efeated before reaching your companions. Use a "Holy Bottle" to lower encounter rate and hurry to your allie s. The locations where companions wait are fixed for e ach map. Check the companion positions on the map o n the next page and gather them efficiently.

Win within 60 seconds!

Difficulty: ★★

Contents Finish the battle with the monsters within 60 seconds.

Although this is an easy condition while enemies are wea k, it becomes harder as they grow stronger. The recomm ended party setup is to remove Annie and focus entirely on offense. Make Mao or Hilda the playable character, m anage the Rush Gauge yourself, and unleash Artes one a fter another. Doing so should shorten the battle time.

Find the entrance to the next floor!

Difficulty: ★

Contents Locate the warp point to the next floor. While walking there are times when the enemy spawn rate drops to zero.

First it is important to determine the map layout. Once yo u can identify the map type, head for the goal while referr ing to the map on the next page. Also, only under this con dition does the rotation of the Force Cube in the lower-lef t occasionally stop dead. While it does, enemies do not ap pear, allowing you to put distance between you and them.

○ Win consecutive battles!

Difficulty: ★★★

Contents Win the specified number of battles within the time limit.
Minimum 2 wins ~ Maximum 9 wins

Since you need to shorten the duration of each battle, the s ame tactic as "Win within 60 seconds!" is recommended. Ot her than that, you can only reduce the time until enemies a ppear, so make use of the "Dark Bottle." Also, switching scr eens increases spawn rates, so you can use that as well.

Overcome the penalty and aim for the next floor!

Difficulty: ★

Contents ★ A penalty activates at the start of battle (9 types in to tal). Search for the warp to the next floor while in this state.

If the penalty is a status ailment, you can prevent it with the corresponding talisman, so if you identify the type in the fir st battle, you can fight subsequent battles without problem s. If the first enemy is too strong, you can simply flee. Howe ver, if penalties like "HP halved" or "item use prohibited" act ivate, there is no way to prevent them, so use cooking items and skills to gain an advantage in battle.

■ List of penalties

Penalties	Contents
Slow	ness Start of battle: become "Sl
own	ess" Weakness Start of battle: be
com	e "Weakness" Heat Poison Start
[illegible]	attle: become "Heat Poison" F
[illegible]	n Start of battle: become "Froz
"Paralysi	Paralysis Start of battle: become
"Panic" HP Halved At start of battle, HP is halved Item Use Pr	s" Panic Start of battle: become

ohibited Items cannot be used during battle No HP recovery from Foles Even when using artes, HP w

Deliver the finishing blow with ○○ to win!

Difficulty: ★

Finish the battle with the specified character

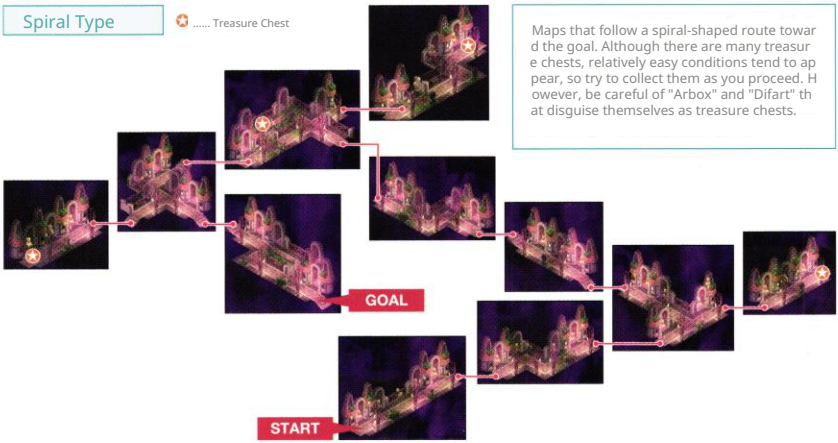
First, enter the battle normally. When the number of enemies decreases, change the controlled character to the specified character. At this time, set other characters to semi-auto so they won't act on their own — that will be perfect. By controlling the specified character yourself and defeating enemies reliably, you should be able to advance to the next floor in a single battle.

Sighlog Manor

Map List

Spiral Type

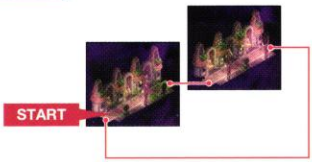
..... Treasure Chest



Maps that follow a spiral-shaped route toward the goal. Although there are many treasure chests, relatively easy conditions tend to appear, so try to collect them as you proceed. However, be careful of "Arbox" and "Difart" that disguise themselves as treasure chests.

Loop Type

※ Only for this type, the map layout may randomly change (the loop itself does not change).



Two maps that continue looping endlessly. This map only appears when the condition is related to battles, so aim for a quick decisive fight and proceed to the next floor. Also, if the condition is anything other than "Win ○ consecutive battles!", conserve your "Dark Bottle".

Circulation Type

A rectangular map that continues looping endlessly. Like the Loop Type, only battle-related conditions appear, and no treasure chests appear. If enemies that make the condition easy to satisfy appear, target the enemies in the same area without switching screens.

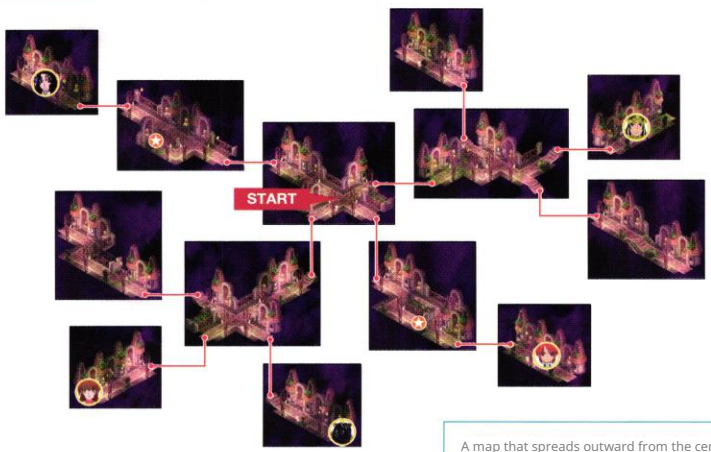
Tree Type

.....Treasure Chest ·····仲間

A map often chosen when gathering separated companions. It branches like a tree diagram and becomes more complex the further you go. There are many treasure chests, so you'll want to collect them before moving on to the next floor. Leave behind companions you rarely use and finish collecting first.

Spread Type

.....Treasure Chest .....Companions



A map that spreads outward from the center. The goal appears randomly at one of the many dead ends, so there is a fair amount of luck involved. When gathering companions, it also takes time to search the whole area, making this the most difficult type of map.

Sighlog Manor

Floors 10, 30, 50
Boss

Clonel & Mud Doll

Difficulty: ★★

Kronel, whom you will fight a total of three times, brings mud dolls that look exactly like Veigue and the others each time.

The mud dolls will revive after a certain time no matter how many times you defeat them, but when they revive their HP becomes extremely low. The key is to defeat them repeatedly and keep Kronel alone for as long as possible, fighting while minimizing the damage you take.

Also, the mud dolls always appear as a set of a front-line and a back-line character.

Do so. Therefore, take on the role of disrupting the chanting of the rear-line characters and leave the front-line task of defeating the mud golems to your allies. In particular, Hilda the mud golem has a very short chant time and repeatedly uses powerful role spells, so be sure to follow her closely and continually interrupt her chanting. Also, when attacking Kronel, using Mao's dark-attribute role spells such as "Arch Shade" or "Bloody Cross" is an efficient way to deal damage.

Kronel	
HP	100000
Weakness: Dark	Steel Body —
Halved: Light defense	—

When having an ally attack the front lines, temporarily switch the controllable character and directly designate the target.

■ Mud golems that appear together with Kronel

Floor 10: Mao & Eugene

Mao	
HP	9000
Weakness —	Steel Body —
Half reduction	Guard —

Eugene	
HP	7723
Weakness —	Steel Body —
Half reduction	Defense Earth

Floor 30 Veigue & Annie

Veigue	
HP	18835
Weakness —	Steel Body —
Halved —	Guard —

Annie	
HP	926
Weakness —	Steel Body —
Half reduction	Guard —

50th Floor Tittray & Hilda

Titrei	
HP	3120
Weakness —	Steel Body —
Halved —	Guard —

Hilda	
HP	36918
Weakness -	Steel Body —
Halved Light Defense	—

Chapter 1 Knowledge

Chapter 2 Analysis

Chapter

Scenario

Chapter 4

Sub-event

Chapter

Chapter

20th Floor
Boss

Xiaorun & Yifon

Difficulty: ★

On the 20th floor you will fight Shaorun and Ifon, the holy beast duo. Each is fire-attribute

They are weak to 3 and Light attribute, so switch to a weapon with the appropriate attribute.

For Shaorun's (Xiaorun's) area attack, use water-attribute armor.

If available, that would be perfect. Attack with strikes that have a freezing effect.

From the approaching Shaorun. However, because Shaorun is floating,

attacks with weapons tend to miss. Weakness

It's good to use Mao, who can both thrust and attack with guidance magic. Recite

5 Long-casting artes are often interrupted, so repeatedly using "Flare

Data \"Shot\"" is recommended. The remaining E-Phones mostly use linear

attacks, so attacking from a different line will defeat them

6 should be easy. Also, if you win here, you will receive the talisman "Dexterio Orb" from the Saigiogu

setting materials.

Xiaorun	
HP	70000
Weakness	Fire Steel Body Water
Halved —	Guard —

イーフォン	
HP	79000
Weakness	Light Steel Body —
Half reduction	Defense Dark

Floor 40
Boss

Georgias (Perfect Form) & Zirba

Difficulty: ★★

On Floor 40, Zirba and the Golde n Georgias appear. When Georgias's HP drops, he br eathes a wide-area attack, so defeat Zirba first. Whil e the front line holds Zirba in place, Mao and Hilda s hould launch Fole (mystic) attacks. Use short-cast skil ls like "Wind Edge" or "Splasher" to interrupt consec utive attacks and minimize front-line casualties. Onc e only Georgias remains, spread out to avoid everyo ne being caught by his powerful Fole attacks.

Georgias (Perfect Form)	
HP	140000
Weakness —	Steel Body —
Halved —	Guard —

After the boss battle, you receive the talisman "Distortion Orb" as a reward from Saiglog.

Jiruba	
HP	100000
Weakness —	Steel Body: Light, Darkness
Halved —	Guard —

60th Floor
Boss

Two 4-star

Difficulty: ★★★

Two 4-star characters appear simultaneously, two at a time

This is the battle on the final floor from the second loop onward. There are many enemies and everyone is consta ntly exposed to attacks, so you can't rely on Annie's "R. El ixir." Remove Annie from the party, handle healing with i tems only, and have everyone focus on attacking for bett er efficiency. There won't be a more intense battle than t his, so proceed intending to use up your items.

Sare	
HP	34500
Weakness: Earth, Steel Body —	
Half reduction Wind, Dark Defense	

Waltu	
HP	27420
Weakness —	Steel Body —
Half reduction Dark	Guard —

As for tactics, engaging in close combat will only ge t you pummeled, so it's better to attack en masse with wide-area Artes. The recommended combination is M ao's "Gusty Nail" and Hilda's "Thunder Spear." Use Gu sty Nail to gather enemies on the front line, then pierc e through them with Thunder Spear. However, Hilda d oes not act well under auto control, so if you intend to execute the above tactic, be sure to control her yours elf.

トーマ	
HP	51000
Weakness Water, Steel Body Earth, Fire, Dark	
Halved —	Guard —

Upon victory in this fierce battle, you will receive the talisman "Sh ining Orb," which doubles the awakening rate of latent abilities.

The secret technique " Grand Dasher," which has characteristics similar to "Thunder [illegible] can deal large damage.

ミリッツァ	
HP	17050
Weakness —	Steel Body Water
Halved	Light Defense —

COLUMN 2

Before and after battle

Listen to the conversation

Did you notice Veigue and the others talking at the start o r end of battle? Actually, these conversations change bas ed on conditions, and there are nearly 90 variations.

There are many voice lines befor e and after battle.

Basically, the voice at the start of battle changes depending o n the enemy's strength, and the one at the end changes based o n the battle's content (see table below). In particular, the post-ba ttle voice lines sometimes let you hear fun interactions between characters!

Variety of lines

Status	Conditions for change
At th e start of battle	• Lower-ranked enemies appear • Enemies of the same rank appear • Slightly higher-ranked enemies appear • Pow erful enemy appears after being caught in a pincer attack
At th e end of battle	• Performed well alone • Victory with full HP • Victory with a large amount of MP remaining • Won with high HP • It was a good match • Struggled a bit • It took too long • There were incapacitated (fallen) members • Used a Mystic Arte • Leveled up

Introductions of sample dialogue at the end of battle!

Condition 1

- Hilda and Tytree (Titorei) participated in the battle
- The battle took too long
- Hilda delivered the finishing blow

How inefficient, something to reflect on

Specifically,
What should we do~?

Well,
like cutting off front-line fighters with low attack power

Is it me...?

Condition 2

- Mao, Titre, Veigue, and Annie participated in the battle
- Mao performed solo actions
- Mao delivered the finishing blow

Mao, great performance!! Volume ♪

Next time I'm the main character!

Let's end it with this... (final installment)

Hmm, that's a bit disappointing

Gilione
ギリオーヌ

Chapter 5 Data

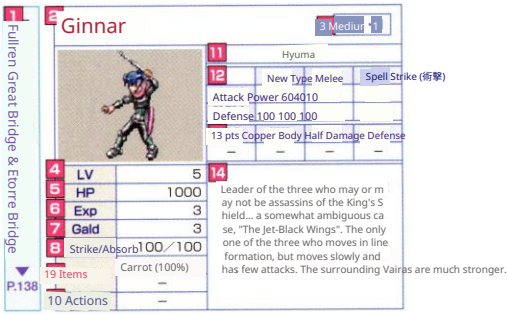
Data

This work features a comprehensive Battle Book and collector's encyclopedia, and in this chapter we include data that goes even deeper than the on-screen information. Not only will it be useful for in-play searches, but when read together with the "Analysis" chapter it should help you discover unique combos and create distinctive weapons. Acquisition methods are also listed, so it should be helpful for collection as well.

エネミー
Enemy Data

Here we present data for all appearing enemies. We fully cover masked data not printed in the Battle Book, such as "Weight," "Impact Value," and "Impact Absorption Value." For bosses fought multiple times, we also touch on differences in characteristics for each appearance.

How to read the enemy data


1
Fullren Great Bridge & Etorre Bridge
P.138
2
Ginnar
3 Medium 1
11
Hyuma
12
New Type Melee
Spell Strike (Fire)
Attack Power 604010
Defense 100 100 100
13 pts Copper Body Half Damage Defense
4 LV 5
5 HP 1000
6 Exp 3
7 Gald 3
8 Strike/Absorb 100／100
9 Carrot (100%)
19 Items
10 Actions
14
Leader of the three who may or may not be assassins of the King's Shield... a somewhat ambiguous case, "The Jet-Black Wings". The only one of the three who moves in line formation, but moves slowly and has few attacks. The surrounding Vairas are much stronger.

1 Spawn Area
Indicates locations where enemies appear. For enemies that appear in multiple areas, the data lists the area of their first appearance; subsequent appearances are summarized outside the table.

2 Name
The enemy's name. When the name is followed by parentheses, as in "Veigue (Rampage)," it indicates a distinction added by this guide to differentiate enemies that appear multiple times with the same name. Names shown in red denote bosses or enemies encountered in events.

3 Size / Weight
The "~ type" on the left indicates the enemy's size, and the number on the right indicates its "weight." Size categorizes the enemy from "Small" to "Huge" in four levels. Small enemies are so tiny that if you do not choose the proper attack method you may miss. Weight indicates how much the enemy is lifted when a technique that launches the target connects. 0 is the lightest and can be launched high, while 5 means the enemy will not be lifted by any attack.

4 LV
Enemy level. Differences from the player's level affect things like HP recovery amounts and experience points gained.

5 HP
The enemy's maximum hit points.

6 Exp
Experience points gained from the enemy.

7 Gald
Gald obtained from the enemy.

8 Shock Absorption
The enemy's shock value and shock absorption value. The higher the shock value, the greater the increase in the player's RG caused by the enemy's attacks. Also, when the shock absorption value is high, the amount of RG the enemy gains when damaged decreases.

9 Items
Items that enemies may drop when defeated. The figure in parentheses indicates the acquisition probability. Items with a 0% probability may only be dropped if a Technical Smash is performed.

10 Defensive Actions
Conditions under which the enemy will defend. If these conditions are not met, it will not defend.

11 Race Name
Enemy species name. For Birusu (Virus) entries, the specific type of virus is noted to the right.

12 Attack/Defense
Represents the enemy's attack and defense values for "Slash," "Strike," and "Pierce," respectively.

13 Resistance
Represents the enemy's resistance to attribute attacks. Each meaning is as follows:
Weakness……Damage becomes 1.5×
Steel Body……Damage becomes 75% and, if the hit lands, does not flinch
Half Reduction……Damage becomes 50%
Defense……Damage becomes 25% smaller.

14 Main Features
Introduces unique information about enemies, such as enemy-specific latent abilities and frequently used attacks.

Souls ▼P.134

Mao

Medium 1

Hyuma

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack Power 58	106	100	
Defense 128	208	276	

Weakness Steel Body Half Reduction Defense: – – – –

LV	7
HP	1154
Exp	0
Gald	0
Shock Absorption	50／130
Items	– / –
Defensive action	–

The first opponent in battle. Because of a promise with Eugene, Mao does not fight seriously and therefore does not attack much. If his HP is reduced to 0, Mao becomes angry and the battle ends, so the result will always be a draw.

Blaze Boar

Medium 4

Beast/Wild Boar

	New Strike Blunt	Spell Strike (術撃)
Attack	140 166	46
Defense	112 112	106

Weakness: Copper Body Half Defense: Water – Fire –

LV	8
HP	1789
Exp	22
Gald	34
Impact/Absorb	140/130
Item	Carrot (24%) / Beef (7%)
Defensive Action	–

Among the early enemies you fight, its attack power is relatively high. It can be blown away by normal attacks, making it difficult to fight in close quarters. Veigue's "Absolute Ice Blade" can strike its weakness, so you want to defeat it early.

Frozed Claw

Medium · Q

Inorganic/Ice

	Slash Strike	Blunt Strike
Attack 95	127	66
Defense 105	104	104

Weakness: Copper body Damage Defense: Fire – Water –

LV	7
HP	1427
Exp	21
Gald	38
Shock Absorption	100/120
Item	Lettuce (22%) / Bread (6%)
Defensive Action	Weaker specific attacks

Byras that fly in the sky. At the time you fight this enemy you still can't aim for big combos, but flying-type enemies hardly defend, making them perfect targets for landing combos. Ideal as a practice opponent.

トーマ

Medium 4

Gajuma

	Slash Blunt	Spell Strike (術撃)
Attack Power 100	600	130
Defense 9000	9000	200

Weakness Steel Body Half Damage Defense: Water terrain, Fire, Darkness –

LV	45
HP	51000
Exp	2786
Gald	800
Shock Absorption	200／200
Items	– / –
Defensive action	–

You will fight them in an event. The opponent. They possess tremendous stats so at this point there is no way to win. Even if you hold out with defense, you will have "Magnetic Gazer" used against you, which forcibly ends the battle.

Suruzu Area ▼P.134 ※1

Erinazzo

Small Type 1

Beast/Porcupine

	Slash Strike		Magic Strike
Attack Power	111	90	60
Defense	102	102	102

Weakness Bronze Body Half-reduction Defense: – – – –

LV	6
HP	1261
Exp	19
Gald	32
Impact/Absorption	70/80
Items	Potato (18%) / Milk (6%)
Defensive action	–

Among the small enemies it is one of the larger types, and at close range even an upper-thrust-type normal attack can hit it. It has an attack where it spins its body while leaping, so be careful not to be ambushed from a distance.

Koko

Medium 1

Winged/Ostrich

	Slash Blunt	Spell Strike (術撃)
Attack 87	127	64
Defense 104	104	104

Weakness: Copper Body Half Defense: – – – –

LV	7
HP	1401
Exp	21
Gald	38
Shock Absorption	93/110
Items	Milk (21%) / Carrot (6%)
Defensive action	–

It pecks with its beak and then dashes away, sticking to a hit-and-away tactic. Its movement speed is extremely fast, so large numbers of them are troublesome. Defending against the beak and then counterattacking is reliable.

Paciflower

Medium 2

Plant/Sunflower

	Slash Blunt	Magic Strike
Attack Power 97	140	91
Defense 102	106	112

Weakness Copper Body Half Damage Defense: – – – –

LV	8
HP	1548
Exp	22
Gald	43
Impact/Absorption	83/90
Items	Potato (23%) / Carrot (7%)
Defensive action	–

The attack interval is quite long, and its movements are slow. It doesn't use multi-hit attacks, so there isn't much to be wary of. Its body is large and every attack will hit, so use a special move to launch a concentrated assault.

Ginnar

Medium 1

Hyuma

	Slash	Strike (打撃)	Arts (Magic)
Attack Power	60	40	10
Defense	100	100	100

Weakness: Silver (half damage) Guard: – – – –

LV	5
HP	1000
Exp	3
Gald	3
Impact/Absorption	100/100
Item	Carrot (100%)
Defensive Action	–

Leader of the three who may or may not be assassins of the King's Shield — the "Jet-Black Wings." The only one of the three who performs line movement, but moves slowly and has few attacks. The surrounding Vairus are much stronger.

Rarren Great Bridge & Etrore Bridge ▼P.138

※1... Blaze Boar also appears elsewhere.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Ralren Great Bridge & Etoré Bridge 30

Yushia

Medium 1

Hyuma

	Slash	Strike (打撃)	Magic Strike
Attack Power	10	30	50
Defense	100	100	100

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	8
HP	500
Exp	2
Gald	2
Shock Absorption	100／100
Items	Milk (100%)
	–
Defensive action	–

The lone female of the "Jet-Black Wings." She stays on the front line and relentlessly spams "Th under Spear." Since the techniq ue is a penetrating magic, fighti ng on the front line is dangero us. It's better to approach and fight from another line.

Arvan Mountains ▼P.140 ※1

Regtite

Large・4

Inorganic/Rock

	Slash Strike	Magic Strike
Attack	100 244	100
Defense	220	220 220

Weakness: Guard Body / Half damage: Guard

Water	–	Fire	–

LV	15
HP	8000
Exp	303
Gald	525
Shock Absorption	100/150
Item	Life Bottle (100%)
	Protect Pearl (100%)
Defensive Action	–

It's an enhanced version of Duro ck. When it performs a Rush Bur st, it repeatedly uses powerful tw o-handed attacks, and it even ha s a latent effect of "enemy stagg er +0.5 sec," so it's wise to move away when it glows red.

Dornb

Medium 3

Hyuma

	Slicing Strike Hit		Spell Strike (術撃)
Attack	70	70	5
Defense	100	100	100

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	7
HP	1200
Exp	1
Gald	1
Shock absorption	200/100
Items	Potato (100%)
	–
Defensive action	–

A member of the "Jet-Black Wings " permanently positioned on the back line. Alternates between sho ulder tackle and normal attacks. Both have slow startup and quite low power, so you should be able to defeat it by simply using normal attacks as needed.

Around Minaal ▼P.146

Greg Ant

Small・1

Insect/Ant

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack	139	174 87	
Defense	122	122 112	

Weakness: Copper body / Half damage: Defense

–	–	–	–

LV	11
HP	1632
Exp	24
Gald	44
Shock absorption	80/150
Items	Lettuce (23%)
	Carrot (9%)
Defensive actions	After specific attacks

At close range it alternates single attacks and guarding; at long range it shoots egg-like bullets. Because it regularly uses Cool Charge, its defense is solid and it's a tough enemy to take down—so strike hard in close combat.

Arvan Mountains ▼P.140

Duroc

Large・5

Inorganic / Rock

	Slash Strike	Spell Strike (術撃)
Attack Power	106 178 46	
Defense	124122 92	

Weakness Silver body halved Defense

Wind	Earth	–

LV	8
HP	2057
Exp	22
Gald	36
Impact/Absorption	160／200
Items	Bread (24%)
	Beef (9%)
Defensive action	After a specific attack

Although slow in movement, it i s a Vyrus with a powerful single strike. After a hook-like punch, it has the habit of defending re gardless of our actions, so after the hook, wait a moment befor e counterattacking.

Geytiflow

Medium・2

Plant/Sunflower

	Slash Strike	Magic Strike
Attack Power	154 206 61	
Defense	106	116 134

Weakness Copper body halved Defense

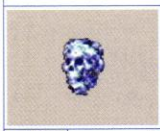
Earth	–	Wind	–

LV	13
HP	1940
Exp	29
Gald	47
Shock Absorption	80／40
Item	Milk (28%)
	Potato (9%)
Defensive Action	After certain attacks

It is characterized by wide intervals between attacks. However, its defense is solid, and after every attac After every attack except a hea dbutt (?), it always assumes a d efensive posture. Breaking its d efense with moves like Rush Charge is effective.

Frost Flone

Small / O



Spirit form / dust and debris

	Slash Strike	Magic Strike
Attack	132 132 99	
Defense	108	108 116

Weakness: Bronze Body / Half damage Defense

Fire	–	Water	–

LV	9
HP	1366
Exp	24
Gald	40
Shock Absorption	80／160
Items	Beef (21%)
	Lettuce (8%)
Defensive action	After specific attacks

It moves quickly and uses a two-hit charge and a breath attack that deals damage to a frontal area approximately the size of three characters. In chaotic battles, its breath attack can be troublesome. They are priority targets to be defeated.

※1

Scarby

Small / O

Insect/Bee

	Slash Strike	Magic Strike
Attack	163 81 48	
Defense	111 112 109	

Weakness: Bronze Body / Half destroy Defense

Water	–	Fire	–

LV	10
HP	1532
Exp	22
Gald	34
Impact/Absorption	130／50
Items	Carrot (17%)
	Lettuce (7%)
Defensive action	–

They are quick and difficult to fig ht. Being small and a flying type makes our attacks very hard to h it. Focus on attacks and skills tha t are strong upward and aim to "l and hits reliably" in battle.

※2

※1...Additionally, Frozen Claw (P.383) appears.

※2...Additionally, Pashiflower and Blaze Boar (P.383) appear.

Around Minaal ▼P.146

Mold Plant

Medium 3

Plant/Venus Flytrap

	Slash Strike Spell
Attack Power	193 144 57
Defense	113 114 114

Weakness: Steel Body Half-reduction Defense

– – – –

LV	12
HP	2155
Exp	26
Gald	49
Shock Absorption	90/100
Items	Potato (21%), Egg (6%)

It does not cause a status abnormality, but it breathes poisonous gas. Its attack has a wide range and hits three times, so it's a painful attack; it's better to avoid charging head-on and use mainly magic attacks. By the way, its name is "Ibise la," which is a carnivorous plant.

Defensive action Before specific attack

※2

Minar Plains ▼P.144

Mercenary

Medium · 1

Hyuma

	Slash Strike Magic
Attack	100 90 70
Defense	130 130 110

Weakness: Copper-type Half-reduction Defense

– – – –

LV	10
HP	3000
Exp	20
Gald	240
Shock Absorption	90/100
Items	–

It mainly uses thrust attacks and leaping attacks to engage in close combat. Its parameters are ordinary, but it has a lot of HP, so it takes time to defeat—be careful. Reduce the enemy numbers by defeating them one by one.

Defensive action After specific attack

※3

Minar Plains ▼P.144

Anger Shrimp

Small · 2

Aquatic Creature/Epi

	Slash Strike	Magic Strike
Attack Power	181 135	90
Defense	120 126	112

Weak point: bronze body Half Damage Taken Defense

– – – Water –

LV	11
HP	1781
Exp	24
Gald	37
Shock Absorption	126/142
Item	Beef (27%), Lettuce (6%)

The main attacks are a large forward-closing pincer strike and an attack that blows three bubbles. The bubble attacks disperse, so it's rare for all of them to hit, but when used at long range the bubbles can get in the way and make the fight difficult. Defeat it quickly.

Defensive Action Before Specific Attack

Mineral ▼P.146

Sail Thief

Medium · 2

Hyuma

	Slash	Strike Magic Strike
Attack Power	259 207	62
Defense	118 138	108

Weakness: Bronze Body Half Damage Taken Defense

– – – –

LV	14
HP	2750
Exp	30
Gald	150
Shock Absorption	120/80
Items	Beach Gummy (22%), Life Bottle (7%)

Tomitch, who tried to deceive Veigue and the others, hired thieves with money. They share many traits with mercenaries and have similar tactics, but these are overall tougher. Their magic-attack defense is low, so attack them with arts.

Defensive action After certain attacks

※3

Forest of Lost ▼P.150

Gaiter

Small · 2

Reptile / Alligator Turtle

	Slash Blunt	Magic Strike
Attack Power	145 194	58
Defense	134 134	94

Weakness: Copper body; Half damage: Defense

Water – – –

LV	12
HP	1862
Exp	26
Gald	47
Shock Absorption	130/150
Item	Bread (24%), Potato (9%)

It is a turtle-like virus (Vairasu), but surprisingly its weakness is water. It is an ideal target for Veigue's initial special move, "Absolute Ice Blade." When the distance increases, it launches attacks by leaping high into the air, but it is not a dangerous enemy in close combat.

Defensive Action certain attacks

Forest of Lost ▼P.150

Avenge r (Avenger)

Small · 2

Insect/Bee

	Sword Slash, Strike, Magic Strike
Attack	228 114 68
Defense	118 116 114

Weakness: Copper body Half damage Defense

– – – –

LV	13
HP	1981
Exp	29
Gald	45
Shock Absorption	120/150
Items	Lettuce (12%), Carrot (5%)

Allied RG will take defensive actions when it is 45 or below. A Vylast hat heavily emphasizes defense. That said, Because it is a flying type, once an attack hits it will fall to the ground. From there, finish it off with a pummeling.

Defensive action: allies' RG below a certain level

Annie

Medium · 1

Hyuma

	Sword Slash, Strike, Magic Strike
Attack Power	100 170 100
Defense	290 290 330

Weakness: Copper body Half damage Defense

– – – –

LV	10
HP	926
Exp	400
Gald	0
Impact/Absorb	200/100
Items	–

The boss-like presence that appears along with three mercenaries on the Minaru Plain. It supports the mercenaries with "Power Craft," but since it has only 926 HP, you can defeat it by landing a 3-hit combo.

Defensive action When HP drops below a certain level

Anclrawler (Anclrawler)

Large · 5

Reptile/Great Lizard

	Sword Slash, Strike, Magic Strike
Attack	275 265 51
Defense	124 128 98

Weakness: Pot body Half reduction Guard

– – – –

LV	14
HP	2834
Exp	32
Gald	48
Shock Absorption	150/150
Items	Lettuce (23%), Beef (9%)

If our RG is 30 or below, it will use more defenses and become quite hard to attack. Either fight with a higher RG, or use Rush Charge to break through defenses. Try to break their formation. If they defend, avoid pursuing; it is safer to defend against their counter.

Defensive action When ally RG is below a certain level

*3... Other enemies that appear are Gregant, Scarby, and Mold Plant.

Forest of Lost ▼ P.150

Fiotras

Small · 1

Plant·Durian

	Slash	Strike	Magic Strike
Attack	159	212	63
Defense	110	114	124

Weakness: Bronze Body Half reduction Guard

Earth — Wind —

LV	12
HP	1674
Exp	26
Gald	48
Impact/Absorption	70/150
Item	Egg (21%)
	Bread (7%)

There are two types of attacks: one that charges while jumping and one that charges while spinning. After either attack it retreats by moving along a line, so if you pursue and follow up there you can fight safely.

Defensive action: Ally RG below a certain level

Belkie

Medium · 3

Plant / Tree Roots

	Slashing	Blunt	Magic Strike
Attack	174	233	93
Defense	106	116	136

Weakness: Copper Body Half-Reduce Defense

Wind — Earth —

LV	13
HP	2426
Exp	29
Gald	44
Shock Absorption	110/150
Items	Bread (15%)
	Peach Gummy (4%)

When the distance increases, it uses "Lock Barrage". Its power is fairly low, but being targeted from long range while fighting another target is certainly dangerous. Consider it an enemy that should be prioritized and defeated first.

Defensive Action: Ally RG below a certain value

Granbasque

Large · 5

Plants / Trees

	Slash	Strike	Magic Strike
Attack	100	235	150
Defense	850	1500	900

Weakness Copper-body Half defense Fire — Earth —

LV	32
HP	8801
Exp	606
Gald	500
Shock Absorption	130/100
Items	Poison Check (100%)
	Medical Pearl (100%)

Uses a dozen vines that involve adjacent lines and a jumping attack similar to a body attack. Emphasize defense while watching for the jump attack, and as much as possible keep your distance and attack with arts/techniques.

Defensive action Ally RG at or above a certain level

Around Petonajanka ▼ P.154

Kailas Beetle

Small/ · 1

Insect/Beetle

	Slash	Strike	Arts (Magic)
Attack Power	149	186	74
Defense	144	142	118

Weakness: Bronze Body Half-reduction Defense

— — — —

LV	17
HP	2417
Exp	36
Gald	63
Shock Absorption	90/140
Items	Strawberry (20%)
	Kiwi (9%)

A small, agile virus. It occasionally spreads its wings and slowly flies up, and it will always perform a diving attack afterward. While it is in the motion of flying up it is completely vulnerable, so strike it then.

Defensive action: After certain attacks

Bran Owl

Medium 3

Winged / Owl

	Slash	Strike	Spell Strike
Attack	185		247 123
Defense	120		128 132

Weakness: Steel Body Half Damage Defense

Earth — Wind —

LV	15
HP	2500
Exp	30
Gald	48
Shock Absorption	110/90
Items	Banana (23%)
	Strawberry (12%)

A giant owl-like virus. It has the trait of defending once our RG exceeds 70. It's an unpleasant tendency because it will defend against special techniques, but the only issue is to avoid raising RG.

Defensive Action: Ally RG at or above a certain value

Logarro

Medium 4

Beast/Wild Boar

	Slash	Strike	Magic
Attack	313	313	62
Defense	132	132	112

Weakness Copper-body Half-Reduce Defense

Wind — Earth —

LV	16
HP	3288
Exp	33
Gald	51
Shock Absorption	100/100
Items	Beef (15%)
	Strawberry (7%)

The attack is not only powerful but also knocks back.

The fang attack has a threatening effect with high power and knock back. It becomes enraged fairly easily and will trigger a Rush Burst after several attacks, so to fight safely, confirm the Rush Burst and then use combos.

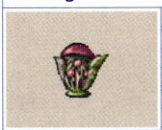
Defensive action —

※1

Around Petonajanka ▼ P.154 ※1

Anfangas

Small · 1



[Plant/Mushroom

	Slash, Strike, Magic Strike			
Attack	186	248	74	
Defense	112	122	124	

Weakness: Copper-type Halved Defense

— — — —

LV	16
HP	2163
Exp	33
Gald	59
Impact/Absorption	70/60
Items	Kiwi (17%)
	Egg (8%)

Clio, named after the ice fairy

It is the virus of Nekinoko. Its behavior or pattern is simply to repeatedly perform a simple headbutt, so if you block the first hit, you can counterattack.

You can decide the 术.

Defensive action: Ally RG below a certain level

Steelworks ▼ P.158

Vizac Shield

Medium 3

Inorganic / Shield

	Slash, Strike, Magic	Strike
Attack	75	253 126
Defense	158	158 158

Weakness: bronze body Half damage Defense Reads Light — —

LV	16
HP	1720
Exp	33
Gald	50
Shock Absorption	120/160
Items	Strawberry (14%)
	Liqueur Bottle (3%)

Uses dark-elemental art "Arch Shade" frequently, and also targets our s its defense when RG is 60 or below. It is quite a powerful foe, so remember to concentrate fire on it first when you encounter it.

This is a nasty enemy that tightens

ow.

Defensive action: when ally RG is below a certain level, after specific attacks

※1 Also see Ancrawler (P.385) 、 Berky appears.

Steelworks ▼ P.158

Baraskles

Medium 3

Plant/Venus Flytrap

	Slash Strike Arts
Attack Power	293 212 90
Defense	112 126 128

Weakness: Bronze body Half reduction Defense

Water	Fire
–	–

LV	16
HP	3022
Exp	33
Gald	49
Shock Absorption	90/100
Items	Holy Bottle (12%) Banashia Bottle (3%)
Defensive action	Before specific attack

It causes the status ailment Heat P oison and breathes poisonous smo ke. This smoke can hit up to 4 tim es, making it powerful, and it also causes Heat Poison, so it is danger ous. If possible, defeat it with Arts; if not feasible, concentrate attacks to take it down quickly.

Venerion

Small Type 1

Reptile / Chameleon

	Slash Strike	Magic Strike
Attack	197	263 78
Defense	127 125	90

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	17
HP	2450
Exp	36
Gald	63
Shock Absorption	90/120
Items	Kiwi (15%) Liqueur Bottle (4%)
Defensive action	Allies RG above a certain level

At close range it attacks with a long tongue, at long range it spits out something like a poisonous orb. Both are single-hit attacks, so once you block one, turn to counterattack. However, it is short in height, so be careful of whiffed attacks.

Belladge

Small Type 1

Amorphous/Sludge

	Slash Strike	Magic Strike
Attack Power	137 274	109
Defense	120	120 100

Weakness Copper Body Half Damage Defense

Water	Fire
–	–

LV	15
HP	2875
Exp	30
Gald	50
Shock Absorption	55/155
Items	Banana (15%) Banana-Serum Bottle (5%)
Defensive action	Before certain attacks

Molded into a gigantic arm, it strikes down as a sludge virus that comes hitting. Attack Has an additional heat-poison effect before certain attacks. Strike the water weakness with Veigue's "Absolute Ice Blade" or similar to deal damage efficiently.

Titreigh (Rampage)

Medium 1

Hyuma

	Slash	Physical Slash	Magical
Attack Power	50	180 50	
Defense	1390	1390 1390	

Weakness Silver Body Half Damage Defense

–	–	–	–

LV	22
HP	3120
Exp	800
Gald	0
Shock Absorption	70/100
Items	–
Defensive action	–

Because it is in a berserk state, it run s around at an abnormal speed and i s almost always steel-bodied, so it ra rely staggers or floats. It is also easy to let it escape when focusing attack s, so set to semi-auto and attack care fully to avoid missing.

Hut on the Toyohous River ▼ P.164

Mountain Thief

Medium 1

Hyuma

	Slash (術撃) Strike	Spell Strike (術撃)
Attack	302 291	136
Defense	183 61	183

Weakness: Copper Body Half-reduction Defense

–	–	–	–

LV	17
HP	3208
Exp	50
Gald	200
Shock Absorption	110/100
Item	Squid (15%) Banashia Bottle (7%)
Defensive action	After certain attacks

Underling of the High Mountain Thief. They run around frequen tly changing lanes and will slash when you get close. They alway s defend after an attack that ju mps into the air, so target other moves instead.

High Mountain Thief

Medium

Human

	Slash Strike	Spell Strike (術撃)
Attack	334 251	154
Defense	186 62	186

Weakness Pot (body) Half damage Guard

–	–	–	–

LV	18
HP	4124
Exp	100
Gald	300
Impact/Absorption	120/100
Items	Lemon (16%) Liqueur Bottle (7%)
Defensive action	Allies RG at or below a certain level

Overall stronger in performance than the Mountain Thief, this is the boss of the bandits. Its action pattern is almost the same as its underlings, but it has a latent effect of heat poison, so it will trouble you with status ailments. Use Annie's formation technique to frequently heal it.

Quacoq

Medium 3

Wings Peacock

	Slash Strike	Magic Strike
Attack Power	253	338 101
Defense	127	120 131

Weakness: Bronze body — halved Guard

–	–	–	–

LV	19
HP	3386
Exp	45
Gald	67
Impact/Absorption	110/90
Item	Cheese (16%) Burst Bottle (4%)
Defensive Action	After certain attacks

This is a fast-moving peacock-typ e virus. It has a beak stab from a dash and a high-speed three-hit t hrust; the latter is particularly po werful. It's safest to defend first a nd then counterattack.

Swarmic

Medium

Insect/Ant

	Slash	Physical	Magical
Attack Power	176	294	117
Defense	146	139	126

Weakness Copper Body Half-reduction Defense

–	–	–	–

LV	19
HP	2293
Exp	45
Gald	76
Impact/Absorb	80/160
Items	Lemon (12%) Holy Bottle (3%)
Defensive action	Allies RG above a certain level

At long range it fires something like eggs. At close range it performs sin gle attacks then dashes away repeatedly. The eggs have an additional heat-p oison effect, so getting hit is trouble some. Stay close so you are not kept at a distance.

Sunny Town area ▼ *2

*2... In addition, Branowl and Logauro appear.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Sunny Town Surroundings ▼P.166

Dollhog

Small · 1

Beast/Porcupine

	Slash	Strike	Magic
Attack	288	216	86
Defense	124	118	123

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	18
HP	2699
Exp	40
Gald	61
Shock Absorption	70／90
Item	Rice (13%) / Dark Bottle (5%)
Defensive Action	–

Leaps while rotating its body
Techniques, and jumps to scatter quills around
area attacks that scatter needles, among
Shows various movements. It alwa
ys backsteps after an attack, so att
ack it at that moment.

Hut along the Telara Road ▼P.170

Hilda (Berserk)

Medium · 1

Half

	Slash	Strike (Arts)	Magic (Arts)
Attack	200	200	160
Defense	1200	1200	1500

Weakness: Copper body / Half damage Defense

–	–	Light	–

LV	30
HP	4420
Exp	1213
Gald	0
Shock Absorption	100／100
Item	– / –
Defensive Action	–

The parameters are the same as i
n the immediately preceding battl
e, but it is in a steel-body state an
d the casting time of artes is almo
st 0. Artes are cast repeatedly at a
n astonishing speed and cannot b
e stopped. The frontline should reinforce defense, and we shou

Raufrai

Medium · 2

Insect Dragonfly

	Slash Strike	Magic Strike
Attack	231 309	154
Defense	128 117	159

Weakness Copper body / Half damage Defense

Earth	–	Wind	–

LV	20
HP	3037
Exp	43
Gald	71
Shock Absorption	90/70
Items	Milk (24%) / Chicken (11%)
Defensive action	–

※1

Although a flying type, it is rathe
r heavy and does not float high li
ke most flying Vairus. However, s
ince it never takes defensive acti
ons, it can be considered an easy
opponent to fight. It is also goo
d for practicing combos.

Sunny Town ▼P.172

Militza (1st battle)

Medium · 1

Half

	Zankei	Strike Arts
Attack Power	260	100 200
Defense	340	300 200

Weakness: Copper Body / Half damage Defense

–	Water	Light	–

LV	29
HP	408(613)
Exp	0
Gald	0
Shock Absorption	50／400
Items	– / –

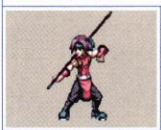
At the start of battle it creates cl
ones and attacks by throwing k
nives. You cannot win until you
defeat the main body and all cl
ones, but it does not use "Spect
ral Field," so it should be easy t
o defeat.

Defensive action: Ally RG at or above a certain level

Hut along the Telara Road ▼P.170

King's Shield Soldier

Medium · 2



Hyuma

	Slash	Strike	Magic
Attack Power	89	221	100
Defense	119	136	123

Weakness Copper Body Halved Defense

–	–	–	–

LV	18
HP	3000
Exp	124
Gald	200
Shock/Absorb	120/100
Items	Peach Gummy (22%) / Life Bottle (7%)
Defensive action	–

He is a long-reaching, high-movem
ent polearm user. There are four at
tack methods, one of which is a two
-hit consecutive attack, making the
timing for counterattacks a little ha
rd to read. He never defends at all,
so a preemptive strike is best.

Militza (Second Battle)

Medium · 1

Half

	Slash	Strike	Magic Strike
Attack Power	260	100	200
Defense	340	300	200

Weakness Metal-bodied Half damage Defense

–	Water	Light	–

LV	29
HP	12260(613)
Exp	1393
Gald	1500
Shock Absorption	50／400
Items	Peach Gummi (100%) / Soul Card (100%)

Summons up to three clones that
revive no matter how many times
they are defeated. Since each clo
ne has 613 HP, distinguish the m
ain body from the clones by HP. T
he wide-area attack "Spectral Fiel
d" is powerful, so magic (Foles) is effective.

Defensive action Allies' RG at or above a certain level

Hilda

Medium · 1

Half

	Slash	Strike	Magic
Attack Power	200	200	160
Defense	1200	1200	1500

Weakness Copper Body Halved Defense

–	–	Light	–

LV	30
HP	4420
Exp	1213
Gald	0
Shock Absorption	100／100
Items	– / –
Defensive action	–

Appears accompanied by three Kin
g's Shield soldiers. They repeatedly
use a one-line piercing arts "Sun "D
arth Spear", so arranging allies on
different lines is effective. Their def
ense is quite high, but they do not
guard, making them easier to fight.

Curse ▼P.174

Guba Active

Small / O

Aquatic creature / Sea anemone

	Slash	Strike	Magic
Attack	183	306	153
Defense	141	116	106

Weakness Metal-bodied Half damage Defense

–	–	–	–

LV	22
HP	2899
Exp	54
Gald	87
Shock Absorption	60／100
Item	Rice (10%) / [Holy Bottle (3%)
Defensive action	–

※2

Although used infrequently, it uses "
Splasher". Its casting time is so shor
t that it is almost impossible to stop,
so it is best to defeat it preemptively
if possible. The spell's power itself is
low, so leaving it for later is not parti
cularly dangerous.

Note 1: Additionally, Blan Owl and Logarro (p.386) appear.

*2... Anger Shrimp and Gaiters (P.385) also appear.

Curse ▼ P.174

Torineke (Torineke)

Small · 1

Reptile / Snake

	Slash Blunt	Spell Strike (術撃)
Attack	424	202	80
Defense	136	143	126

Weakness: Bronze body — halved Defense

Fire

LV	23
HP	3377
Exp	60
Gald	90
Shock Absorption	93/84
Item	Potato (12%)
	Cheese (3%)
Defensive action	–

A nasty enemy that adds the burn/toxin effect with normal attacks. Its raw attack power is generally low. It has resistance to burn/toxin, but since this is not a status ailment that is deliberately inflicted, it is nothing to worry about.

Curse ▼ P.174

Rock Scorpion

Medium · 2

Inorganic / Rock

	Slash Blunt	Spell Strike (術撃)
Attack	398	291	116
Defense	201	166	114

Weakness: Copper Body — Half reduction Defense

Water – Earth Fire

LV	22
HP	2781
Exp	54
Gald	79
Shock Absorption	123/163
Item	Rice (12%)
	Peach Gummy (4%)
Defensive Action	Before specific attacks

The strike with its tail causes the slow (movement speed reduction) status, not burn/toxin. Compared to burn/toxin, this is a less dangerous status ailment, so it's okay to leave it alone, but if you're concerned, heal it with Annie's "Guard Wasser."

Fizkeino (Fizkeino)

Medium 1

Undead / Bone

	Slash Strike	Spell Strike (術撃)
Attack	243	325	97
Defense	133	119	109

Weakness: Copper Body — Half damage Defense

Light – Reads

LV	21
HP	3340
Exp	48
Gald	74
Shock Absorption	90/90
Items	Chicken (12%)
	Banasy Bottle (6%)
Defensive action	If ally RG is below a certain value

Its characteristic is a frantic movement of repeatedly shifting along the line. It launches body attacks from a slightly distant range, but these moves are slow, making them easy to guard against. Calmly defend first, then counterattack.

Around Anicamar ▼ P.180

Daarter

Medium · 1

Winged / Ostrich

	Slash, Strike, Magic	
Attack	297	407	104
Defense	132	139	130

Weakness – Guard Body – Half reduction Guard – Fire

LV	21
HP	4239
Exp	48
Gald	73
Shock Absorption	93/90
Item	Pork (15%)
	Chicken (6%)
Defensive action	If ally RG is at or above a certain value

Make use of its high movement speed to run around the battle field. After attacking, it dashes away, making it a troublesome enemy. It is recommended to change lanes and ambush it, as this makes it harder for it to hit you with dash attacks.

Velk Frog

Medium · 3

Reptile / Frog

	Slash, Strike, Magic	
Attack	267	375 71
Defense	148	118 98

Weakness: Bronze body — half damage when defending

– – – –

LV	22
HP	3615
Exp	54
Gald	85
Shock Absorption	120/120
Item	Cheese (9%)
	Burst Bottle (3%)
Defensive Action	Ally RG below a certain level

A heavy, lumbering frog that hops. If our RG is 30 or below, it will jump away to escape when damaged. It also has an additional heat poison effect, so it's safest to defeat it from a distance using artes.

※3

Rigridt

Medium 4

Spiritual Entity / Sand

	Slash Strike	Spell Strike (術撃)
Attack	265	354 141
Defense	136	156 145

Weakness: Bronze Body — Half Damage Defense

Water – Earth Fire

LV	23
HP	3777
Exp	60
Gald	93
Shock Absorption	143/34
Items	Carrot (15%)
	Milk (7%)
Defensive action	After specific attacks

Its artes attack power isn't very high, but when at range it mainly uses "Flare Shot" and repeatedly unleashes "Rock Barrage" and "Stone Break." Its movements are slow, and if you get close it's a fragile Vyrus.

Levimark

Small · 1

Amorphous/Sludge

	Slash Strike	Magic Strike
Attack	154	308	123
Defense	139	113	111

Weakness: Silver Body — Half-Reduce Defense

Wind – Earth –

LV	21
HP	3073
Exp	48
Gald	80
Shock Absorption	85/155
Items	Milk (9%)
	Banashia Bottle (4%)
Defensive action	Before a specific attack

This is a common attack of viruses of this form: they transform into the shape of a giant arm and attack. After the attack, always dodge the counterattack by moving along the line. Because it is small, normal attacks often miss.

Be careful and choose skills accordingly.

※2

Oasis ▼ P.184

Heartht Horse

Large · 4

Beast / Horse

	Slash Blunt		Magic Strike
Attack	298	456	127
Defense	145	138	138

Weakness: Bronze Body — Half Damage Defense

– – – –

LV	24
HP	4747
Exp	66
Gald	106
Shock Absorption	100/100
Items	Milk (15%)
	Potato (3%)
Defensive action	If ally RG is below a certain level

Has two knockback attacks: a rear-leg kick and an upward thrust with its horn. Also, when RG rises, it starts using a powerful charge attack. This has a preparatory motion of raising its forelegs, so be sure to guard.

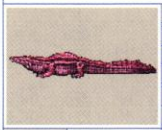
※3

*3... Trineek and Rock Scorpion also appear.

Oasis
P.184

Morgator

Medium 5



Reptile / Crocodile

	Slash Strike	Magic Strike
Attack	504 378	90
Defense	147 158	105

Weakness: Bronze Body — Half Damage Taken Defense
Fire — | Water —

LV	24
HP	4372
Exp	66
Gald	106
Impact Absorption	140/160
Item	Carrot (14%) / Lemon (4%)
Defensive action	—

Giant crocodile Vyrus. Flat

Because of its large body, many attacks miss. Avoid using anything other than strong low attacks. By the way, if you jump and land on it, it will flip no matter where on its body you land.

Around Biograd
P.194

Craig Todd

Large · 3

Beast / Fox

	Slash Strike	Magic Strike
Attack	458 278	159
Defense	178 123	138

Weakness Net — Half damage Guard
Connection — | Light —

LV	24
HP	4175
Exp	66
Gald	97
Impact/Absorption	130/95
Item	Lettuce (22%) / Peach Gummy (3%)
Defensive action	—

It alternates between headbutts and backsteps, occasionally spinning its body as it charges. The spinning attack reaches no matter how far away, so if a rear-line ally is targeted, immediately go in to provide support.

Raurou

Small · 1

Winged/Small Bird

	Slash Strike	Magic
Attack	208 278	111
Defense	119	123 140

Weakness: Silver Body — Half Damage Defense
— — | — —

LV	25
HP	2316
Exp	82
Gald	78
Shock Absorption	45/36
Item	Rice (9%) / Egg (3%)
Defensive Action	—

Its body is very small, so mid- and low-level attacks that thrust will almost always miss. It does not take any defensive actions at all, so once you land an attack and knock it to the ground, fight as if planning to finish it off at once.

Banish Rune

Small · 1

Reptile / Chameleon

	Slash Strike	Magic Strike
Attack	290 417	116
Defense	150 150	150

Weakness Bronze Body — Half damage Defense
Off — | — Light —

LV	25
HP	3574
Exp	66
Gald	98
Impact/Absorption	110/80
Items	Lemon (9%) / Cheese (3%)
Defensive action	Allies RG above a certain level

This troublesome enemy spits poison from a distance that adds a burn/toxic effect. Also, its long-tongue two-hit attack has an additional effect on the second hit that changes its line. Close in and bring the fight to a short, decisive battle.

Libro

Large · 4

Beast/Horse

	Slash, Strike, Magic
Attack	426 526 213
Defense	219 219 179

Weakness Silver body Half defense reduction
Fire — | — —

LV	29
HP	12741
Exp	2425
Gald	3800
Impact/Absorb	369/70
Items	Lime Gummy (100%) / Charge Ball (100%)
Defensive action	When ally RG is below a certain level, before specific attacks

The basic behavior pattern is the same as Horn and Horse. However, in addition to that, it has an innate ability that lowers attack power and even uses projectiles that cause freeze. Focus fire for a short decisive battle.

Leomor

Small · 1

Beast/Mole

	Slash Strike	Magic
Attack	373 279	111
Defense	131 131	142

Weak point: bronze body — Half reduction Guard
— — | — —

LV	26
HP	3006
Exp	73
Gald	106
Impact/Absorption	80/40
Items	Potato (15%) / Dark Bottle (5%)
Defensive Action	—

After a scratching attack, it briefly burrows into the ground. If you attack while it is burrowing, you will miss, so don't rush to counterattack. Aside from that, it is not a formidable enemy.

Around Babylograd
P.194

Karrix

Large · 4

Winged / Condor

	Slash Strike Magic Strike
Attack Power	370 504 197
Defense	142 157 166

Weaknesses — Simplified — Half Damage Defense
— — | Wind —

LV	26
HP	5490
Exp	73
Gald	112
Shock Absorption	140/110
Items	Bread (12%) / Holy Bottle (3%)
Defensive action	After specific attack

After a beak attack, it always defends but after a claw attack it has the nature of not defending. If you respond according to the type of attack, it's reliable, but you don't need to be that cautious — just attack first and knock it to the ground.

Climbing Cave
P.188

Cursecott

Medium · 3

Spiritual Body / Mud

	Slash Strike Magic Strike
Attack Power	301 402 120
Defense	171 67 186

Weaknesses Bronze Body — Half Damage Defense Reads
Light — | — —

LV	26
HP	4173
Exp	73
Gald	108
Shock Absorption	120/40
Items	Egg (11%) / Life Bottle (4%)
Defensive action	After specific attacks

Usage frequency is rather low, but it uses "Negate a dangerous enemy that uses "Iveg ait"(Negative Gate). Moreover, after casting the rune technique it will surely defend, so a concentrated attack after it becomes dangerous won't be in time. You should prioritize defeating it.

※1... Additionally, Torineke and Rock Scorpion (P.389) appear.

※2... Additionally, Venereon (P.386) appears.

Climbing Cave P.188

Galton

Medium 1

Undead / Bone

	Slash Blunt	Arts (Magic)
Attack Power	289 483 193	
Defense	156	63 178
Weakness: Steel Body		Halved Defense
Light	—	Related —

LV	27
HP	5103
Exp	82
Gald	126
Shock Absorption	80/80
Item	Potato (14%) Dark Bottle (4%)
Defensive Action	—

Alternates between a high kick and a rear high roundhouse kick. The power and trajectory are the same, but the timing differs slightly, so those who aim for advancing guards should be careful. Also possesses status resistance to paralysis.

Nigshade

Medium · O

Spirit Entity / Negative Part of a Human

	Slash, Strike, Magic Strike		
Attack	116	116	
Defense	168	101 231	388
Weakness	Copper Body	Halved	Defense
Light	—	See	—

LV	27
HP	3374
Exp	82
Gald	117
Shock Absorption	50/200
Items	Lettuce (15%) Mind Ball (4%)
Defensive action	After specific attack

The dark-attribute technique that hits twice causes Panic as an additional effect. This is a very dangerous status ailment, so be sure to cure it. The black shadow-like effect shown after the attack is treated as defense.

Rankarkas

Medium-sized 2

Undead / Human corpse

	斬撃	Strike	Magic Strike
Attack Power	434	434	130
Defense	183	71	125
Weakness	Copper body	Half damage	Defense
Light	—	闇	—

LV	26
HP	6666
Exp	73
Gald	111
Impact/Absorption	100/120
Item	Rice (15%) Boku (8%)
Defensive Action	—

This Vyrus can be driven into panic by the secondary effect of its normal attack, so it's a foe best avoided when possible. It frequently switches lines, so it's hard to defend if suddenly attacked from another line. Target it with sorcery to take it down.

Sare (Mud Doll)

Medium 1

Hyuma

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack	280	130	260
Defense	260	260	990
Weakness	Silver Body	Halved:	Defense
Earth	—	Wind, Dark	—

LV	47
HP	4000
Exp	—
Gald	—
Impact/Absorb	100/100
Items	— —
Defensive action:	Ally RG at or above a certain level

Like Toma (Mud Doll), it is a mud doll whose HP is the only difference from the real one. It moves rapidly across the battle map and attacks with strikes that have an added weakening effect. In close combat it uses a consecutive move that hits 8 times, so focus on defense.

Mountain Climb Cave 1996

Thoma (Mud Doll)

Medium 4

Gajuma

	Slash, Strike	Magic Strike
Attack	100 600	130
Defense	9000 9000	200
Weakness	Copper Body Halved	Guard
	Water, Earth, Fire, 闇	— —

LV	45
HP	4000
Exp	—
Gald	—
Shock Absorption	200/200
Items	— —
Defensive action	—

A mud doll made by Donner. Its HP is 4000, but its parameters themselves are the same as the real Thoma (p.393). Its defense against slash and strike is so high that damage dealt is calculated as magic strike even when attacked with weapons.

Donel

Medium · 2

Gajuma

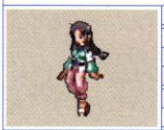
	Slash, Strike, Magic		
Attack	290	100	250
Defense	170	120 190	
Weakness:	Copper Body		Half reduction Defense
Wind	—	Earth	—

LV	36
HP	37300
Exp	3676
Gald	3000
Shock Absorption	120/90
Items	Burst Bottle (100%) Steel Mail (100%)
Defensive action	After specific attack

Dash slash that takes the rear, like Veigue's "Illusory Dragon Slash," is a 2-hit move. After blocking the first hit, do not drop your guard. Normally, normal attacks are also mostly 2-hit combos, so remember this.

ミリッツァ

Medium 1



Half

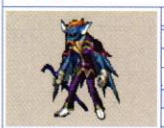
	Slash Strike	Magic Strike
Attack Power	310 100	200
Defense	300 300	300
Weakness:	Copper body	Halved Defense
—	Water	Light —

LV	40
HP	17050
Exp	2111
Gald	1600
Impact/Absorption	50/300
Items	Grape Gummy (100%) Light List (100%)
Defensive action	Allies RG above a certain level

Centered around "Spectral Field", it has a variety of attacks such as thrown knives and various formation techniques. It teleports to evade, and when its HP gets low it creates clones, so once you attack it, pursue with concentrated strikes.

Waltu

Medium 1



Gajuma

	Slashing Blunt	Spell Strike
Attack Power	470 350	100
Defense	300 180	800
Weakness:	Copper body Halved	Defense
—	—	Close —

LV	44
HP	27420
Exp	2111
Gald	2200
Shock absorption	400/100
Items	Life Bottle (100%) Panic Check (100%)
Defensive action	Allies below a certain level

It has high attack power and an unusually high spell-strike defense. Its only weakness is low blunt defense, so attack with Tytree. Note that attacks with the prepared staff have an added panic effect. Be sure to cure it.

Babylograd Port 1

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Inseulus

Small · 4

Insect/Beetle

	Slash Strike	Arts (Magic)
Attack Power	240 490	122
Defense	98 248	148
Weakness	Silver Body	Half reduction Guard
	– – –	–

LV	29
HP	4568
Exp	103
Gald	152
Shock Absorption	40/120
Items	Pasta (14%), Butter (7%)
Defensive Actions	–

The chin-thrusting move is a knockback attack. It sends targets flying quite far, so it can be troublesome if used in a brawl. Its movement is slow, so it's wise to defeat other enemies at a distance first and then take this one down carefully afterward.

Vescon

Small · 1

Winged/Falcon

	Slash, Strike, Magic		
Attack	289	414	254
Defense	129	175	167
Weakness: Copper Body		Half damage Defense	
Earth	–	Wind	–

LV	28
HP	2710
Exp	92
Gald	130
Shock Absorption	70/60
Item	Cucumber (18%), Daikon (9%)
Defensive Action	–

Uses body-charge attacks and plunge attacks. An aggressively hostile virus that never takes defensive actions. Although small, it primarily attacks by charging, so you particularly don't need to worry about whiffing.

Exgas

Small / O

Spiritual Entity / Natural Gas

	Slash Strike	Magic Strike
Attack Power	237 78	408
Defense	360 360	143
Weakness	Copper Body	Half Reduction Defense
	– –	– –

LV	27
HP	1909
Exp	82
Gald	116
Impact/Absorb	70/160
Item	Onion (9%), Dark Bottle (4%)
Defensive Action	Other specific attack

An enemy that switches between a technique that enlarges and a two-hit body slam and a multi-hit technique where the white gas hits three times. Its magic-attack power is extremely high, so almost all attacks are treated as magic attacks. When controlling the front line, prioritize defeating

Lureb

Medium 3

Winged Peacock

	Slash Strike	Magic Strike
Attack	390 521	156
Defense	110 216	146
Weakness	Copper Body, Half Defense	
Earth	–	Wind –

LV	28
HP	4924
Exp	92
Gald	129
Impact/Absorb	140/90
Items	Daikon (18%), Butter (8%)
Defensive action	Often certain attacks

After a threatening pose, it launches three consecutive beak attacks. If one hits, it counts as three hits, so characters with low strike defense should definitely guard when they see the threatening pose.

※1

King's Shield Soldier

Medium · 2

Hyuma

	Slash	Strike (Magic)	Magic Strike
Attack Power	89	221	100
Defense	119	136	123
Weakness	Copper Body	Half reduction	Guard
	– –	– –	–

LV	18
HP	3000
Exp	124
Gald	200
Shock Absorption	120/100
Items	Peach Gummy (22%), Life Bottle (7%)
Defensive Actions	–

Exactly the same as the enemy with the same name you fought previously in the cabin along the Telara Road. However, many appear at once, so even if each individual is weak, they can be overwhelmed in a melee. Fight them using attacks with a wide range.

King's Shield Magician

Medium · 1

Hyuma

	Slash	Strike Magic Strike	
Attack	70	146	168
Defense	111	124	142
Weakness: Steel Body		Half damage Defense	
	– –	– –	

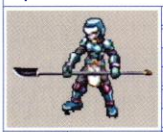
LV	24
HP	2500
Exp	117
Gald	100
Impact/Absorption	80/100
Item	Lime Gummy (22%), Ucchari Gummy (7%)
Defensive Action	–

Appears alongside the King's Shield soldiers, this user of spirit arts. The spirit arts used are "Flare Shot" and "Burn Strik" "ku." If used in a brawl it's unbearable, so target and eliminate them first.

※2

Spear Soldier

Medium · 1



Hyuma

	Slash	Strike Magic Strike	
Attack	503	339	181
Defense	169	169	169
Weakness: Steel Body, Half Defense			
	– –	– –	

LV	27
HP	4343
Exp	82
Gald	122
Shock Absorption	140/80
Items	Chicken (17%), Heal Pearl (3%)
Defensive action	Other specific attack

Those with names ending in "~Knight" have multi-hit techniques, but even among the same spear users, this Spear Soldier only performs single-hit attacks. This is probably the difference between a Knight and a Soldier.

Spear Knight

Medium-sized 2

Hyuma

	Slash Strike	Magic Strike
Attack Power	240 367	196
Defense	259 259	259
Weakness: Copper Body Half Guard		
	– –	– –

LV	29
HP	5710
Exp	103
Gald	143
Shock Absorption	150/70
Items	Pork (14%), Piyo Han Pearl (3%)
Defensive action	Often certain attacks

Because the equipped armor has the latent effect "Own RG +30," it tends to enter Rush Burst easily. Aiming for combos with many hits can cause an invincible state and be more dangerous, so it's better to attack using artes.

*2

※1... Leomor (P.390) also appears.

*2... Enemies from Karegia Castle (2) also appear

Karegia Castle (2) 2 6

Georgias

Super Large · 5

Sacred Beast

	Slash Strike	Magic Strike
Attack	300 300	310
Defense	180 180	800

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	60
HP	100000
Exp	6400
Gald	0
Impact/Absorption	100/100
Items	Hourglass (100%)
	Nature Topaz (100%)
Defensive action	–

A massive enemy that covers half the screen and is one of the largest in this work. It alternates between high and low altitude; when at low altitude it repeatedly uses all-attribute arts. Because it stays on the central line, rear-row characters should cast on a different line.

Around Rajilda 20 3

Roneil

Medium · 2

Amorphous Snail

	Slash Strike Arts
Attack	365 659 182
Defense	178 167 133

Weakness: Bronze Body Half-reduction Defense

–	–	–	–

LV	32
HP	5227
Exp	130
Gald	182
Shock Absorption	120/140
Items	Octopus (12%)
	Dark Bottle (5%)
Defensive action	Ally RG below a certain level

It adopts a very defense-oriented behavior when our RG is 65 or lower. Its spinning attack can hit up to 3 times, so if we also focus on defense our RG falling is troublesome. Use charge-type techniques to strike first.

Razilda Area 2 8

Sūchī

Small · 1

Amorphous/Hill

	Slash Strike	Spell Strike (術撃
Attack	493 295	147
Defense	127 139	144

Weakness: Copper Body damage Guard

Fire	–	Water	–

LV	32
HP	2279
Exp	137
Gald	191
Shock Absorption	30/30
Items	Squid (15%)
	Black Orchid (4%)
Defensive action	–

Because it is small and flat, it is very hard to hit. Moreover, it appears in swarms and often concentrates attacks on the same target. Control the front line to protect the rear, and this is an enemy you want to wipe out with wide-area artes.

Mesethina Cave 2 2 ※2

Eugene (Rampage)

Medium · 2

Gajuma

	Slash, Strike, Magic	
Attack	464	100 100
Defense	800	800 800

Weakness: Steel Body Half Defense Land

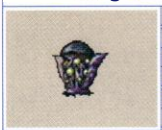
–	–	–	–

LV	41
HP	7723
Exp	7352
Gald	0
Shock Absorption	150/150
Items	–
	–
Defensive action	–

Both attack and movement are at twice the speed compared to when it is an ally, and it possesses tremendous defensive strength. Although it is in a berserk state, it is not a steel body, so by following up where an ally's Fole hits, it can aim for a large number of combos.

Pandofang

Small · 1



Plants/Mushrooms

	Slash Blunt	Spell Strike (術撃)
Attack	340 597	255
Defense	127 156	189

Weakness: Copper body Half damage Defense

Light	–	闇	–

LV	33
HP	4175
Exp	146
Gald	206
Shock Absorption	80/60
Items	Potato (18%)
	Egg (3%)
Defensive action	Ally RG at or above a certain level

When fought at close range, it almost only performs single ramming attacks. If you move away it uses "Arch Shade", so it is wise to maintain close contact to suppress its spellcasting. Not a significant threat in melee combat.

Yifon Temple P.236

QuartzWolbe (Quortzolv)

Medium · 2

Inorganic/Ice

	Slash Strike Magic Strike
Attack Power	489 652 195
Defense	118 316 158

Weakness Copper-body Half damage Defense

Light	Water	闇	–

LV	34
HP	3883
Exp	163
Gald	223
Shock Absorption	120/180
Item	Onion (10%)
	Resist Pearl (3%)
Defensive Action	Non-specific attacks

Sends three feathers flying at once, and a diving beak attack are its signature moves. The latter is a one-set move that is followed immediately by a defensive action. Aside from that, it is defenseless, making it an ideal target for combos.

Bogranar

Medium · 3

Reptile / Frog

	Slash, Strike, Magic
Attack power	401 667 123
Defense	139 168 124

Weakness: Copper body; Halved by Defense

–	–	–	–

LV	31
HP	5775
Exp	116
Gald	162
Shock Absorption	150/90
Items	Cheese (18%)
	Burst Bottle (5%)
Defensive action	When ally RG is at or above a certain level

If our RG is 70 or above, the enemy will evade with a backstep even if hit. Combos are hard to land, so focus on using special skills to attack. Note that it also has the latent effect "Damage x2."

Gloom Reptile

Medium 4

Reptile/Great Lizard

	Slash, Strike, Magic
Attack power	694 520 208
Defense	117 312 156

Weakness: Steel body; Halved by Defense

Light, Earth		闇	–

LV	33
HP	6730
Exp	146
Gald	200
Shock Absorption	180/180
Items	Beef (14%)
	Peach Gummy (6%)
Defensive action	When ally RG is at or below a certain level

Normal attacks with an added panic effect are the main focus. The panic is far more painful than the damage taken from attacks, so try to use panic chain whenever possible.

Equip a quc (or "kku") and fight. The quc alone will drastically reduce the danger.

※1

Setting data: Note 1: In addition, Belkfrog and Levymark (p. 389) appear. Note 2: In addition, Inseulus, Vescon, Exgas, Ruarp (p. 392), and Leomor (p. 390) appear.

Kalegia Castle (2)

P.216

Sword Soldier

Medium · 1

Hyuma

	Slash Strike	Magic Strike
Attack Power	646 372	148
Defense	171 171	171
Weakness: Copper body	Half-reduction	Defense
–	–	–	–

LV	28
HP	4455
Exp	92
Gald	135
Shock Absorption	140/80
Item	Holy Bottle (7%)
	Feat Pearl (3%)
Defensive Action	After certain attacks

At close range, it displays a variety of sword techniques.

When distance increases, it fires with a crossbow. It has a wide variety of attack patterns, but they all have similar timing. Follow the basics: defend first, then counterattack.

Sword Knight

Medium · 2

Hyuma

	Slash Blunt	Spell Strike (術撃)
Attack	609 381	152
Defense	262 262	262
Weakness: Copper Body / Half damage / Defense		
–	–	–	–

LV	30
HP	5851
Exp	103
Gald	150
Shock Absorption	150/70
Items	Lime Gummy (7%)
	Charge Ball (3%)
Defensive action	After certain attacks

Like Spear Knights, their armor hides a latent effect that raises RG. Many enemies with "Knight" in their name are of this type, so rather than defeating them with combos, it's wiser to fight them safely using knock back techniques or artes.

Blade Soldier

Medium · 1

Gajuma

	Slash	Physical Slash	Magical
Attack	571	390	156
Defense	171	171	171
Weakness: Copper Body	Half Defense		
–	–	–	–

LV	28
HP	4924
Exp	92
Gald	129
Impact/Absorption	150/65
Items	Dark Bottle (7%)
	Shield Pearl (3%)
Defensive action	–

Parameters and behavior patterns very similar to the Sword Soldier. However, this one is a bit more robust, with slightly increased attack and HP. That said, the difference is not noticeable in practice.

Blade Knight

Medium · 2

Gajuma

	Slash Strike Spell
Attack	662 421 168
Defense	262 262 262
Weakness	Copper Body Halved Defense
–	–	–	–

LV	30
HP	6467
Exp	103
Gald	144
Impact/Absorption	150/60
Item	Peach Gummy (9%)
	Uccharigumi (3%)
Defensive Action	After certain attacks

The armor has a latent effect that raises RG. As usual, deal damage without relying on combos. Even so, Rush Burst

If it occurs, the invincibility period has passed

Wait for it to land, then start the combo.

カ Regia Castle (2) 0

3

Lance Soldier

Medium · 1

Gajuma

	Slash	Strike (打撃)	Magic Strike
Attack Power	551	375	250
Defense	169	169	169
Weakness: Copper body	Half-reduction	Defense	
–	–	–	–

LV	27
HP	4801
Exp	82
Gald	117
Shock Absorption	150/65
Items	Holy Bottle (8%)
	[Protect Pearl (3%)
Defensive action	–

Its parameters are higher than Spear Soldier's, but weaker than Spear Knight or Lance Knight. Also, since it never takes defensive actions, it may actually be easier to fight than Spear Soldier.

Lance Knight

Medium · 2

Gajuma

	Slash	Physical Slash	Magical
Attack	642	406	271
Defense	259	259	259
Weakness: Copper Body / Half damage / Defense			
–	–	–	–

LV	29
HP	6310
Exp	103
Gald	150
Shock Absorption	160/60
Items	Rice (15%)
	[Break Pearl (3%)]
Defensive action	–

An enhanced version of the Spear Knight. Its attack-related parameters are high. Its actions are also very similar, but whereas the Spear Knight takes defensive actions, for some reason the Lance Knight does not defend at all, which is its characteristic.

Sare

Medium · 1

Hyuma

	New Strike	Physical Slash	Magical
Attack	280	130 260	
Defense	260	260 990	
Weakness: Steel Body	Half: Defense		
Earth	–	Wind, Dark	–

LV	47
HP	34500
Exp	2786
Gald	3200
Shock Absorption	100/100
Items	Gale Powder (100%)
	Grape Gummi (100%)
Defensive action	Allies RG above a certain level

Keeping its high movement speed, this formidable enemy uses various wind-attribute artes and its unique arte "Steife Brise".

It is a strong foe that attacks wide area as with "Gustynail", so the whole party should focus on defeating it first.

トーマ

Medium 4

Gajuma

	Slash Blunt	Magic Strike
Attack	100 600 130	
Defense	9000 9000 200	
Weakness	Steel Body Halved Defense	
Water Earth, Fire	–	–

LV	45
HP	51000
Exp	2786
Gald	800
Impact/Absorption	200/200
Items	Life Bottle (100%)
	Strike Stone (100%)
Defensive action	–

Most normal attacks send the target flying, and the dark-attribute unique skill "Magnetic Geyser," which knocks back surrounding enemies, is also powerful. The front line should focus on defense while the back line attacks with arts.

Yifon Temple ▼P.236

Senrummer

Small · 0

Spirit / Miasma of Darkness

	Slash Blunt	Magic Strike
Attack Power	246 164 488	
Defense	367 374	140
Weakness: Copper body halved Defense		
Light-related		–

LV	35
HP	2870
Exp	167
Gald	228
Shock Absorption	40／200
Item	Dark Bottle (11%) Holy Bottle (7%)
Defensive Action	Specific attacks

The range is narrow, but the black s moke attack that engulfs multiple p eople is troublesome. Moreover, it has the latent effect "Attack Power Down," so avoid close combat when ever possible. Exploit its low magic attack defense and attack with magic strikes.

Tri-Event

Small · 1

Reptile / Snake

	Slash Strike	Spell Strike (術撃)
Attack	607 303	182
Defense	120 320	160
Weaknesses Bronze Body, Reduce Defense		
Light	–	Off –

LV	35
HP	4611
Exp	167
Gald	227
Shock Absorption	120/40
Items	Banasyia Bottle (12%) Panic Check (3%)
Defensive action	–

Because it has three heads, it can at tack up to 3 hits. What's troubleso me is that it also inflicts panic as an additional effect. Its body is small, s o in close combat it often misses, m aking it safer to defeat this enemy f rom the rear rank.

Hauborn

Medium-sized · 1

Undead / Bone

	Slash Strike (打撃)	Magic Strike
Attack Power	587 352	176
Defense	118 316 158	
Weakness Copper Body Half Damage Defense		
Light Fire	闇	–

LV	34
HP	5094
Exp	163
Gald	220
Impact/Absorption	120/60
Item	Milk (15%) Dark Powder (3%)
Defensive Action	–

The main attack is a rear-leg up ward kick. When it does a Rush Burst, it will start spamming a fi re breath that hits up to 6 times , causing massive damage. To p revent this, finish it quickly with artes.

イーフォン

Super Large

Sacred Beast

	Slash Strike Arte	
Attack	1480 100 290	
Defense	270 150 270	
Weakness: Copper Body, Half Damage, Defense		
Light	–	– 闇

LV	55
HP	79000
Exp	11144
Gald	4000
Impact/Absorption	600/400
Items	Weapon Refiner (100%) Dark Powder (100%)
Defensive action	6 below a certain level

The sword and hind-leg attacks ea ch deal over 1,000 damage in a sin gle hit. Worse, they have a latent e ffect of "Damage x3." If this trigger s it's almost instant death, so Life Bottles are essential.

Around Pista ▼P.20

Score-b

Medium 4

Plant / Tree Roots

	Slash Strike Magic		
Attack Power	404 539 215		
Defense	162 162 162		
Weakness: Copper Body Wind	–	Land –	Guard –

LV	36
HP	6372
Exp	187
Gald	249
Shock Absorption	120/100
Item	Tomato (17%) Apple (4%)
Defensive action	Ally RG below a certain level

Primarily skilled in fire and earth a rtes. Particularly dangerous is the powerful, wide-range "Stone Brea k." Keep the character you control as far from allies as possible to re duce the number of people caugh t, even if only slightly.

Neito Skorp

Medium · 2

Inorganic/Rock

	Slash Blunt	Technique Strike
Attack Power	565 423 169	
Defense	162 162 162	
Weakness Copper Body Half Damage Defense		
Wind	–	Earth Fire

LV	36
HP	5037
Exp	187
Gald	249
Shock Absorption	140/30
Items	Pasta (14%) Liqueur Bottle (5%)
Defensive action	Before certain attacks

Its tail attacks have a short reac h and only average power. The a dded slow effect may trigger, bu t since it doesn't directly affect H P or RG, this enemy is relatively l ow-risk. Just be careful of its mis ses.

Baloo

Medium · 3

Beast / Kangaroo

	Slash, Strike, Magic
Attack	343 687 206
Defense	164 164 164
Weakness: Steel Body, Half Damage, Defense	
–	– – –

LV	37
HP	7528
Exp	210
Gald	281
Shock Absorption	180/20
Item	Burst Bottle (9%) Muscle Onyx (3%)
Defensive Action	After certain attacks

Vilas the kangaroo has a distinct ive boxer-like footwork and pun ches. Its action pattern is unrem arkable, repeatedly performing standard hit-and-away tactics. N ote that its reach is longer than i t looks.

Heath Insect

Small · 1

Insect/Beetle

	Slash Strike Arte		
Attack	512 384 153		
Defense	160 160	160	
Weakness: Steel Body Wind	–	Land –	Half-reduce Defense

LV	35
HP	4618
Exp	167
Gald	221
Shock Absorption	80／120
Items	Peach Gummy (9%) Grün Liquid (4%)
Defensive action	After certain attacks

As the appearance suggests, it attacks using its impressive horn. Of the several types of attacks, it only braces its defense after the upward thrust from below. Remembering just this point makes it not so dangerous.

*3... Also, Riglit and Rock Scorpion (P.389) appear.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Manipdoll

Medium · O

Inorganic/Wooden Doll

	Slash	Strike	Magic
Attack	254	637	382
Defense	156	166	332

Weakness: Copper Body reduction Guard

Water	–	Fire	–

LV	38
HP	4655
Exp	237
Gald	307
Impact/Absorption	20/20
Item	Dark Bottle (14%) / [Flare Powder (3%)]
Defensive Action	–

Characterized by irregular movements. Whether or not there are enemies present, it attacks or defends and moves about freely. Its attack power is high, so it is dangerous when cornered, but it may also move away from the enemy.

Mortar-b

Medium 3

Winged/Peacock

	Slash	Blunt	術撃
Attack	621	819	240
Defense	164		318

Weakness: copper body, half damage from defense

Water	Wind	Fire	–

LV	37
HP	6986
EXP	210
Gald	278
Shock Absorption	120/80
Item	Fole Pearl (12%) / Life Bottle (5%)
Defensive action	After specific attacks

Normally it runs away from you, and after gaining considerable distance it launches feathers. If you use a Rush Burst instead, it behaves in the opposite way, and thereafter its main attacks are high-power beak strikes and feather slashes.

Radie Cabell (Radī Kyaberu)

Large · 4

Beast/Horse

	Slash	Strike	Magic	Strike
Attack Power	681	908	272	
Defense	153	169	332	

Weakness: Bronze Body Half: Defense

Water	–	Fire	–

LV	38
HP	8064
EXP	237
Gald	309
Shock Absorption	160/120
Items	Lettuce (13%) / Shield Onyx (4%)
Defensive action	–

As an opponent fought during this period, its attack power is quite high. The horse-type Pylas's unique move—raising its leg and then charging—if taken full on, can quickly tear the party apart.

Rubinas Mater (Rubinasu Materu)

Medium 5

Inorganic/Mineral

	Sword strike, Blunt strike, Magic strike
Attack	98 98 343
Defense	174 170 348

Weakness: Bronze body Half: Defense

Water	–	Fire	–

LV	37
HP	3160
EXP	210
Gald	279
Shock Absorption	100/200
Items	Tomato (13%) / Resist Onyx (3%)
Defensive action	ally RG above a certain level

Moves by teleporting, and if the distance becomes large will use "Flare Shot". Besides guidance arts, it also uses enemy-only area arts like "Burst Circle", so when an area art is deployed, avoid stepping into it.

Vespa

Small · Type 1

Insect/Bee

	Slash	Strike	Magic	Strike
Attack Power	707	353	247	
Defense	156	143	172	

Weakness: Copper Body Half damage Defense

Earth	–	Wind	–

LV	38
HP	5155
EXP	217
Gald	277
Shock Absorption	80/60
Item	Banana (15%) / Muscle Pearl (6%)
Defensive Action	–

Its movement speed is high and it has strong tracking ability, so if a slow-moving character is targeted they cannot escape. It has no defensive actions, so it is suited to fighting with techniques or arts that attack the area around oneself.

Heliant

Medium · 2

Plant/Sunflower

	Slash, Strike, Magic
Attack Power	589 786 314
Defense	124 198 216

Weakness: Steel Body Half-reduction Defense

Wind	–	Light	–

LV	38
HP	6581
EXP	237
Gald	306
Shock Absorption	120/80
Item	Apple (15%) / Medical Pearl (6%)
Defensive Action	After specific attacks

The seed attack it uses when an opening appears hits 4 times. Even if you guard against all hits, the total damage equals that of a single hit, so you'll want to finish it quickly in close combat. When guarding it has the latent effect "Magic Defense Up."

Voltiep

Medium · 3

Insect/Centipede

	Slash	Strike	Magic	Strike
Attack	637	850	170	
Defense	218	184	118	

Weakness Steel Body Half Damage Defense

–	–	–	–

LV	39
HP	7476
EXP	266
Gald	339
Shock Absorption	120/160
Items	Holy Bottle (12%) / Root Liquid (4%)
Defensive Action	Ally RG below a certain level

The defense condition is when our RG is 75 or below. It defends in most situations, and its latent effect when defending is "RG +30," so you can't just keep attacking through the defense. Artes are the best countermeasure.

Ripe Fract

Small / O

Plant / Durian

	Sword strike, Blunt strike, Magic strike
Attack	514 686 274
Defense	123 205 164

Weakness: Steel body Half: Defense

–	–	–	–

LV	37
HP	4628
EXP	160
Gald	208
Shock Absorption	40/40
Items	Burst Bottle (9%) / Charge Onyx (4%)
Defensive action	–

They use jump attacks and spinning attacks. When there are many of them, the spinning attack is troublesome and can lock down our movements into continuous guarding. Their arts are the type that blow targets a way, so fight in a way that avoids being surrounded.

※1

※1···Additionally, Fiotras (P.386) appears

Around Kyoguen ▼ P.260

Thieves' Guild

Medium 1

Hyuma

	Slash Strike	Magic Strike
Attack Power	899	786	723
Defense	176	256	221
Weakness: silver body	Half-reduction	Defense
–	–	–	–

LV	42
HP	8310
EXP	411
Gald	1060
Shock Absorption	140/60
Items	–
	–

Uses a one-two punch and knife attacks in two-hit sequences, switching between them roughly half the time each. Its defensive action occurs after the punch, then it steps back a few paces. After the knife attack it shifts lanes, but always returns immediately to its original lane.

Defensive action: After specific attacks

Thieves' Guild Leader

Medium 1

Hyuma

	Slash (1+2)	Strike (3)	Magic Strike
Attack Power	987	712	824
Defense	261	185	242
Weakness: Steel Body	50% reduction	Guard
–	–	–	–

LV	42
HP	11240
EXP	512
Gald	1532
Shock Absorption	160/40
Items	–
	–
Defensive action	–

When at about half the screen's distance, it throws a dagger, but most of its attacks are a pattern of several line movements → a set of 2 or 4 attacks. Its movements are fast and its counterattacks after guarding are prone to whiff, so strike first.

※1

Around Norzen ▼ P.262

Dorastil

Large · 5

Beast / Itachi (Stoat)

	Slashing, Blunt, and Strike
Attack	1074	944	214
Defense	211	227	132
Weaknesses: Steel Body, Half Damage from Defense
–	–	–	–

LV	40
HP	9569
EXP	274
Gald	343
Shock Absorption	200/80
Item	Beef (17%)
	Muscle Onyx (3%)
Defensive action	Before specific attacks

Frequently uses moves that forcibly shift your lane. Also, as an added effect of its attacks, it can cause "Damage x2," making it a hard puncher. However, its movements are slow, so if you take the initiative you can chain combos quickly.

Nego-mo

Medium 3

Spirit Body / Snow Crystal

	Slash, Strike	Magic
Attack Power	539	719	359
Defense	127	174	197
Weakness: Bronze Body	Half Damage Taken Defense
Fire, Earth	Water	–

LV	39
HP	7375
EXP	266
Gald	337
Shock Absorption	120/80
Items	Tomato (15%)
	Violet Liquid (4%)
Defensive action	After certain attacks

Has the trait of warping its arm through the ground. Because of that, it's an annoying enemy whose attacks can reach you no matter how far you keep your distance. It even uses artes, so you should prioritize defeating it. Also remember that it can drop valuable liquid-type items.

Around Norzen ▼ P.262

Saltipenguin

Medium-sized 2

Aquatic creature / Penguin

	Slash, Strike, Arte	
Attack power	517	863	258
Defense	167	171	166
Weaknesses: Bronze body	Half Damage Taken Defense
Fire	–	Water	–

LV	39
HP	6778
EXP	186
Gald	231
Shock Absorption	100/80
Item	Onion (15%)
	Featherball (10%)
Defensive Action	–

Normally its 3-hit head sliding attack is frightening, but when it performs a Rush Burst it changes drastically. With an astonishing 10 consecutive beak attacks, it forces a cooldown even if you guard, breaking through your defense.

Jirhill

Small / O

Winged/Fledgling Crow

	Slash Strike	Magic Strike
Attack Power	699	524	209
Defense	132	143	168
Weakness	Bronze Body	Half Reduction	Defense
–	Wind	–	–

LV	39
HP	4716
EXP	66
Gald	88
Impact/Absorb	20/20
Items	Potato (16%)
	Chicken (9%)
Defensive action	–

Moves quickly around the battlefield screen and shifts lanes frequently. This makes it a hard-to-catch Virus, but that is the only notable point—both its attack and defense are among the weakest in this area. Fight it with room to spare.

Tower of Neleg ▼ P.266

Shinara Neo

Medium 2

Undead / Bone

	Slash Strike	Arte
Attack Power	666	888	266
Defense	291	133	183
Weakness	Steel Body	Half damage Defense	Curse
–	Land	–	–

LV	40
HP	7708
EXP	274
Gald	336
Shock Absorption	80/90
Items	Peach Gummy (7%)
	Nature Onyx (396)
Defensive action: ally RG above a certain level	

Main attacks are strikes with the forelegs and a jumping body attack. Its attacks have a latent effect of Panic, so try to defeat it with Artes when possible. When it Rush Bursts it begins to use charge moves more frequently.

Noct Falco

Small Type 1

Winged/Falcon

	Strike	Impact	Arts
Attack Power	639	799	239
Defense	278	118	170
Weakness	Bronze Body	Half reduction	Wind
Earth	Wind	–	–

LV	40
HP	5521
EXP	174
Gald	215
Impact/Absorb	60/50
Item	Egg (15%)
	Life Pearl (9%)
Defensive Action	–

There are ordinary claw attacks and attacks that pierce through targets. Piercing attacks have very long travel distances and can suddenly appear right in front of the rear line, so be careful of their movement when controlling rear characters.

※2

※2... Also, the Vizak Shield (P.386) appears

Nereg 塔 ▼ P.266

Fiz Shield

Medium 2

Inorganic/Shield

	Slash Blunt	Magic Strike
Attack	173,808,347	
Defense	516,258,344	
Weakness: Mesh	Half-reduce Defense	
Wind	—	Earth —

LV	41
HP	4591
EXP	309
Gald	379
Impact/Absorption	100/200
Items	Burst Bottle (10%) / Protect Onyx (4%)
Defensive action	when ally AS is below a certain level, specific attacks

If our RG is 75 or below, it'll hunker down defensively, and even before and after deploying formation arts it stays completely defensive... an extremely tanky enemy. There's basically no openings, so you need to break its defense forcibly with a Rush Charge and finish it off with combos.

Mas Snap

Medium 3

Spiritual Form/Fur

	Slash Blunt	Spell Strike (術撃)
Attack	548	914 365
Defense	302	129 223
Weakness: Steel Body	Half reduction Defense	
Earth	—	Wind —

LV	41
HP	8054
EXP	309
Gald	374
Shock Absorption	100／140
Items	Lime Gummy (10%) / Medical Onyx (3%)
Defensive action	Uses specific attack

When distance opens up, it will start using wind-attribute Artes such as "Gasteeneil" and "Gail Slash." Since its movement is slow in close combat and its attacks are mostly single strikes, there is no particularly difficult element.

Stelcove

Large · 5

Inorganic/Rock

	Slash Strike		Magic Strike
Attack	247	1323	136
Defense	420	420	252
Weakness	Silver Body	Half Damage	Defense
	—	Land —	—

LV	39
HP	11131
EXP	500
Gald	131
Shock Absorption	200／200
Items	Burst Bottle (22%) / Protect Onyx (7%)
Defensive action	Allies RG below a certain level

Mid-boss of the Nereg Tower. Its attack power is high, but its movements are extremely slow. It has a habit of persistently targeting enemies on the same line as itself, so attacking from a different line using Artes should allow you to defeat it safely.

Arubast

Large · 4

Winged / Condor

	Slash	Strike	Magic
Attack	811	1170	793
Defense	168	172	163
Weakness: Copper Body / Half damage / Defense			
—	Wind —	—	—

LV	41
HP	8734
EXP	612
Gald	337
Impact/Absorb	100／100
Items	Peach Gummy (12%) / Mighty Onyx (9%)
Defensive action	—

Mid-boss in Nereg Tower. It flies at a fairly high altitude, so attacks strong from above are essential. It has no dangerous moves like multi-hit attacks, so a tactic of striking first, even at the risk of a trade, to drag it down to the ground is also an option.

*1

Nereg 塔 ▼ P.266

Porood

Small/ 1

Amorphous/Sludge

	Slash	Strike	Magic Strike
Attack	312	833	489
Defense	166,194,486		
Weakness: Copper body	halved Defense		
—	—	—	—

LV	42
HP	6136
EXP	436
Gald	336
Shock Absorption	100/100
Items	Sage (19%) / Misty Onyx (9%)
Defensive action	—

The creature burrows into the ground to teleport and its attacks have an added weakening effect. For frontline units, defense tactics are effective; for rear units, magic -guidance tactics are effective. It also has a trait that nullifies all status ailments, but that should

Ginnal (Rampage)

Medium 1

Human

	Ne	Strike (打撃)	Magic User
Attack	450	300 200	
Defense	500	700 800	
Weakness: Steel Body		Half destruction	Defense
—	—	—	—

LV	85
HP	8720
EXP	8533
Gald	2000
Impact/Absorption	100/100
Items	Estoc (100%) / Nature Topaz (100%)
Defensive action	—

Having undergone an astonishing power-up, the jet-black trio is rampaging. The leader there is Ginnal, The power is on a different scale, but like last time it does not have many actions; it follows a pattern of defending and then counter

Dornb (Berserk)

Medium 3

Hyuma

	Slash	Strike	Arte Festival
Attack	1000	500	70
Defense	800	900	300
Weakness	Bronze Body	Half-reduction	Defense
—	—	—	—

LV	77
HP	10542
EXP	8533
Gald	3000
Shock Absorption	200／100
Item	Sage (100%) / Utcharigumi (100%)
Defensive Action	—

Like Ginnal, it has few actions, so if you defend calmly it is not a dangerous enemy. However, it is in a steel body state, so don't gredily go for combos. Even after just a few hits it will counterattack.

Yushia (Berserk)

Medium 1

Hyuma

	Slicing	Strike	Magic Strike
Attack power	100	300	300
Defense	400	600	960
Weakness	Steel Body	Halved	Defense
—	—	—	—

LV	77
HP	8420
EXP	
Gald	
Impact/Absorption	
Items	00 Elixir (100%) Ph / Illosopher's Stone (100%)
Defensive action	—

It became dramatically more dangerous due to berser

Yushia, whose danger level increased dramatically. Because of Steel Body 4000 state, you cannot

Its hits 100/1

It even uses the ultimate sorcery technique. Its magic-strike defense is very high, but still concentrate fire with magic arts.

*1

*1 In addition, a Vizac Shield (p.386) may appear

At sea ▼ P.281

Gald (Gil)

Small / O

Aquatic Creature / Fish

	Slash Blunt	Magic Strike
Attack 0	782	0
Defense 171	174	188

Weakness Copper Body | Half Damage Guard
Fire – | Water –

LV	41
HP	3381
EXP	59
Gald	72
Impact/Absorption	20/20
Item	Squid (15%), Salmon (5%)
Defensive Action	–

It remains motionless if you don't approach, but after being attacked a few times it suddenly becomes ferocious. It thrashes wildly with tremendous force, and all of that is an attack. Moreover, many appear at once, making it arguably the strongest presence on the sea.

Crowmer

Small · 2

Aquatic Creature / Shrimp

	Slash Blunt	Spell Strike (術撃)
Attack Power 1069 651		260
Defense 253237		163

Weakness Bronze Body halved | Guard
Fire Water – | –

LV	42
HP	7513
EXP	348
Gald	409
Shock Absorption	140/160
Item	Shrimp (15%), Tuna (3%)
Defensive Action	Before specific attacks

Blowback attacks, simultaneous three-shot bubble attacks, and penetrating bubble attacks that deal damage to an entire line— it has a wide variety of attack methods. Since it rarely defends, it's best to go on the offensive and strike first.

Bansheel

Medium 3

Aquatic creature / Sea lion

	Slash Strike	Magic Strike
Attack 678 904		333
Defense 169 176		177

Weakness Steel Body | Half defense
– – | Water –

LV	42
HP	8766
EXP	273
Gald	324
Shock Absorption	120/100
Items	Egg (15%), Sea bream (4%)
Defensive action	–

Its normal attack has an extremely short reach and often misses. That said, it also uses water-element artes and can perform sliding attacks, so it has other means of offense; do not fight expecting its attacks to miss.

Bidusa

Medium 2

Aquatic creature / Jellyfish

	Slash Strike Arte
Attack 916 574 386	
Defense 176 378 401	

Weakness Copper body | Half damage Defense
Affinity Light Water –

LV	42
HP	6348
EXP	348
Gald	412
Shock Absorption	60/70
Items	Octopus (18%), Gel Prick Liquid (4%)
Defensive action: Allies' RG at or above a certain level	

A jellyfish-like virus that drifts and floats low in the air. Among the small enemies found at sea, it is the only one capable of executing a proper combo. It drops a hard-to-obtain liquid, so repeatedly fighting at sea to collect it isn't a bad idea.

Wontiga Temple ▼ P.274

Galeptic

Medium 2

Plant/Venus Flytrap

	Slash Strike Technique
Attack Power 1042 625 312	
Defense 154 373 258	

Weakness: Bronze Body | Half damage Defense
Earth Water | Wind –

LV	43
HP	9521
EXP	392
Gald	448
Shock Absorption	120/80
Items	[Banashia Bottle (1%), Recover Onyx (3%)
Defensive action	Before certain attacks

Moves with a relaxed motion and attacks a total of four times with two tentacles and a giant hand hidden in its mouth. Because the four attacks do not become consecutive hits, it is possible to interrupt them midway with techniques, etc.

Grittle

Medium · 2

Winged / Owl

	Slash Strike	Magic Strike
Attack Power 537 717 366		
Defense 132	304	276

Weakness Guard Body | Half damage Defense
Earth – | Wind –

LV	42
HP	7931
EXP	348
Gald	400
Shock Absorption	100／90
Item	Tomato (19%), Ucchariguri (5%)
Defensive Action	–

It fires three feathers simultaneously and also attacks adjacent lines at the same time—this is its characteristic. Because of this trait, remember that even if the target is in a neighboring line, Griddle itself will attack without changing its own line.

Valp Edge

Large · 3

Beast / Fox

	Slash Strike Magic	
Attack Power 1019 713		254
Defense 165	335 180	

Weakness Bronze Body | Half damage Defense
Earth – | Wind –

LV	44
HP	8645
EXP	442
Gald	507
Shock Absorption	140/100
Items	Lime Gummy (18%), Misty Topaz (3%)
Defensive action	When ally RG is at or above a certain level

When our RG exceeds 70, it will start to defend, and its latent effect during defense increases its attack power. Breaking its defense with a Cool Charge is killing two birds with one stone. Also, its added attack effect inflicts enfeeblement.

Byu Eye

Medium 1

Amorphous / Eyeball

	Slash Strike	Magic Strike
Attack 651 869		260
Defense 142 315		227

Weakness: Steel Body | Half damage Defense
Earth Light | Wind –

LV	42
HP	6761
EXP	348
Gald	401
Shock Absorption	80／60
Items	Mind Pearl (12%), Gale Powder (5%)
Defensive action	–

Deploys formation magic and lowers our parameters. Since it doesn't directly affect life or death, it's okay to leave it for later. Occasionally it fires a beam from its eye; this is a one-line piercing attack.

※2

*2... Masunap also appears elsewhere

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Bersus Surroundings ▼ P.282

Vauler

Small · 2

Insect/Beetle

	Slash	Blunt Strike	Magic Strike
Attack Power	603	1006	251
Defense	387	378	113

Weakness: Copper Body Half Defense

Fire: — | Water: — | Earth: — | Wind: —

LV	43
HP	5832
EXP	292
Gald	324
Shock Absorption	80/180
Item	Burst Bottle (10%) Liqueur Bottle (5%)
Defensive Action	—

Although there are several types of attacks, each is a single hit and therefore not a serious threat. They do not defend against our attacks either, so as long as you watch their short height and use strong low attacks, you can fight them easily.

Banglue

Medium 3

Beast / Kangaroo

	Slash	Blunt Art	
Attack	672	1121	224
Defense	169	278	188

Weakness Steel Body Half damage Defense

— | Light: — | Land: —

LV	43
HP	9061
EXP	392
Gald	437
Shock Absorption	140/120
Items	Egg (15%) Recover Onyx (5%)
Defensive action	After certain attacks

The reach is astonishingly long and attack speed is fast. Punches come in sets of 2–3 consecutive hits, and the third hit is always a powerful uppercut that sends you flying. After attacking they always brace their defense, so arts are effective.

Foribel

Medium · 2

Insect/Dragonfly

	Slash, Strike		Spell Strike (術撃)
Attack	879	615	342
Defense	128	145	234

Weakness: Copper Body Half damage Defense

Earth: — | Wind: —

LV	44
HP	6506
EXP	342
Gald	381
Impact/Absorption	80/140
Items	Pasta (19%) Cheese (9%)
Defensive action	—

The virus-bearing dragonfly frequently uses "Wind Edge" regardless of distance. Its power is low, but the fact that it can use it from anywhere makes it a threat, so it should be taken down relatively early among the enemy party.

Brakiropper

Medium 3

Insect/Centipede

	Slash Strike	Fole Strike
Attack	1033	826 206
Defense	297	180 169

Weakness Copper Body Half-Reduce Defense

Wind: — | Earth: —

LV	44
HP	7080
EXP	442
Gald	494
Shock Absorption	120/160
Items	Onion (16%) Charge Onyx (4%)
Defensive action	—

During normal times it only performs single attacks, so there's nothing special. However, when it Rush Bursts it begins a high-speed spinning attack that hits three times and has high power. Back away when it glows red.

聖 P.286 P.310

Icecret

Medium 2

Undead / Bone

	Slash Strike	Magic Strike	
Attack Power	667	1112	300
Defense	309	189	178

Weak point: bronze body Half Damage Taken Defense

Fire: — | Water: — | Dark: —

LV	44
HP	9761
EXP	442
Gald	477
Impact/Absorption	20/180
Items	Lime Gum (9%) Feet Onyx (5%)
Defensive action	Allies' RG below a certain level

If you hit them when RG is 80 or below, they will escape with a backstep, making it difficult to land consecutive hits. Moreover, they perform kicks that forcibly shift your line, so defeating them without arts is a struggle.

Almedip

Small Type 1

Amorphous Octopus

	Slash	Blunt Art	
Attack	660	881	352
Defense	349	151	189

Weakness Copper Body Half damage Defense

Fire: — | Water: —

LV	45
HP	6657
EXP	411
Gald	444
Shock Absorption	20/170
Item	Resist Pearl (12%) Aqua Powder (5%)
Defensive Action	—

Various water-attribute spells and the enemy-exclusive spell Ougi "Drift Wave" are used. While exploring the Azure Temple you may find them equipped with "Freeze Check"; if they are not equipped, they should be your first priority to defeat.

Glaize Brawler

Medium O

Spirit/Ice

	Slash	Blunt	Arts
Attack	0	0	370
Defense	319	259	168

Weakness: Bronze-type Half damage Defense

Fire: — | Water: —

LV	44
HP	8297
EXP	
Gald	
Impact/Absorption	
Item	t. Mind Topaz (3%)
Defensive Action	

Viras' formation user. Simply entering the Solitary Fole

423 It freezes just by entering the formation: the "Freeze 457 Circle" is vicious, and "Freeze 2 0/200 checks are a must. Cucumber (15%) Additional

ystal attack

s also have an added freezing effec

After certain attacks

Frolic

Medium 3

Amorphous Queen Snail

	Slash Strike	Fole Strike	
Attack	543	1087	271
Defense	363	176	180

Weaknesses: Bronze body Half Damage Taken Defense

Fire: — | Water: —

LV	45
HP	7453
EXP	460
Gald	492
Shock Absorption	20/190
Items	Holy Bottle (9%) Life Bottle (3%)
Defensive action	Allies' RG below a certain level

It rolls, jumps, and scatters ice chunks in front of and behind itself, so its attacks are varied. As a snail-type virus, its defense condition is relatively sturdy at our side's RG 80 or below, so magic attacks are recommended.

※1... Vespas and Voltips (p.396) also appear.

Azure Temple
P.286 P.310

Xiaorun

Super Large · 5

Sacred Beast

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack	800	800	800
Defense	300	300	300

Weakness Bronze Body Half reduction
Fire Water — —

LV	49
HP	70000
EXP	44575
Gald	12000
Shock Absorption	100/100
Item	Protect Refiner (100%)
	Aqua Powder (100%)
Defensive action	—

Nearly all water-attribute artes and laser-like attacks emitted from a held crystal ball are its main attacks. About 100 seconds after the start of battle, it uses its signature move "Aquarius Sphere" to deal heavy damage to all targets.

Around Usanin Village 2
P.290
※2

Leepinben

Medium-sized 2

Aquatic creature / Penguin

	Slash Strike	術撃
Attack	966 1288 257	
Defense	188 188 188	

Weakness Copper body Half Damage Defense
Fire Wind Water —

LV	49
HP	8902
EXP	698
Gald	693
Shock Absorption	100/120
Items	Muscle Bar (18%)
	Life Herbs (5%)
Defensive action	Ally RG below a certain value

Its movement speed is slow, and Annie or Hilda can run away from it. However, it will pursue with sliding, so once you've put some distance between you, be sure to stop it with some kind of attack to immobilize it.

Around Usanin Village
P.290

Greyfar

Large · 5

Beast / Weasel

	Neutral	Physical Slash	Magical
Attack	1559 1403		233
Defense	302	348 148	

Weakness Steel body Half Damage Defense
— — — —

LV	49
HP	10561
EXP	745
Gald	740
Shock Absorption	200／200
Items	Resist Ball (17%)
	Forst Pears (4%)
Defensive Action	Non-specific attacks

Its normal attacks have a knockback effect and a line movement effect, and as an additional effect it can sometimes deal "double damage," making it a powerful virus. Also, when it performs a Rush Burst its attack speed doubles.

千Clad 村
P.294
*3

トーマ

Medium 4

Gajuma

	Slash Blunt	Spell Strike (術撃)
Attack	100 600	130
Defense	9000	9000 200

Weakness: Copper Body halved Defense
Water, Earth, Fire, Darkness —

LV	45
HP	51000
EXP	2786
Gald	800
Shock Absorption	200/200
Item	Life Bottle (100%)
	Grinding Stone (100%)
Defensive Action	—

It reappears with the same parameters as before, so by the time you fight it in Mokrad Village it lacks presence. Its only real threat is "Real Smash," which has a fixed chance to instantly kill. That's down to luck, though it doesn't use it repeatedly.

Suusu

Medium 1

Winged/Ostrich

	Slash Blunt	Magic Attack
Attack Power	870 1160	232
Defense	150 199 190	

Weakness Silver Body Half Damage Defense
— — — —

LV	49
HP	7111
EXP	695
Gald	685
Impact/Absorption	60/100
Item	Mind Topaz (18%)
	Mental Topaz (4%)
Defensive Action	—

Both movement speed and attack speed are quite high. Only the attack where it jumps high is strangely slow, so be careful with the timing of your defenses. By the way, the items it drops are excellent, making it a good target for gem collection.

Shrine of Gyrion
P.298

Elacti

Small · 1

Aquatic Creature Anemone

	Slash Strike	Magic Attack
Attack Power	695 877 370	
Defense	201 184 417	

Weakness Copper Body Half damage Defense
Relation Water Light —

LV	47
HP	7668
EXP	385
Gald	396
Shock Absorption	100/70
Items	Dark Bottle (10%)
	Shield Topaz (3%)
Defensive action	—

This is a dangerous opponent that, starting with the enemy-only technique "Beriferei," repeatedly uses light and water artes. The later you take it down, the more the damage spreads, so in any enemy party, prioritize targeting Eracty first.

Swaprio

Small · 2

Aquatic creature / Sea lion

	Slash Strike Arte	
Attack Power	693 924 367	
Defense	184 188	384

Weaknesses: Bronze Body Half Damage Taken Defense
Fire — Water —

LV	49
HP	7507
EXP	661
Gald	654
Impact/Absorption	90/100
Items	Feet Pearl (18%)
	Biyo-Hunt Topaz (4%)
Defensive Action	—

Normal attacks are a parade of special effects, including knockbacks, sliding jump charges, and line-movement techniques. However, despite having so many moves, there are no consecutive attacks, so countertacking from a defensive position is best.

Harmas

Medium 3

Spiritual Form/Fur

	Slash Blunt	Spell Strike (術撃)
Attack Power	838 1173 234	
Defense	186 204 349	

Weakness Copper Body halved Defense
Kwan — Light Wind

LV	48
HP	10867
EXP	660
Gald	684
Impact/Absorption	120／120
Items	Peach Gummy (12%)
	Life Bottle (2%)
Defensive action	Non-specific attacks

They charge while spinning, so be sure to defend firmly before moving to counterattack. Alternatively, exploit the fact that they rarely perform line movement and approach from a different line. Watch out for fur flies at mid-range.

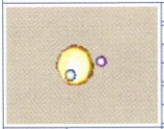
※2

※2...Additionally, Saltipenguin, Jilhill, Drastyl, and Negomo (p.397) appear. ※3 Around Mokurado Village, Saltipenguin, Jilhill, Drastyl, and Negomo (p.397) appear.

Girrione Temple 20

Ram Soul

Small / O



Spiritual Body / Light Energy

	Slash Strike Technique	
Attack	631	577 813
Defense	216	186 377

Weakness Bronze Body Half damage Defense

Read – Light –

LV	48
HP	5802
EXP	260
Gald	272
Shock Absorption	20/40
Item	Liqueur Bottle (12%) / Light Powder (4%)
Defensive Action	–

Normally it floats gently in the air, but it has a tendency to rush at approaching targets at high speed. Its attacks have an additional paralysis effect, but there is no need to worry if you have equipped "Paraly Check".

Renmeduz

Medium 2

Aquatic Creature / Jellyfish

	Slash Strike	Spell Strike
Attack Power	987	740 326
Defense	184	218 358

Weakness: Steel Body Half Damage Defense

Water Light –

LV	47
HP	9166
EXP	585
Gald	606
Shock Absorption	80/80
Items	Holy Bottle (10%) / Protect Topaz (3%)
Defense action	Before and after specific attacks

Stepping into the arcane circle alone causes paralysis — such as the "Paralyze Circle" — using vicious formation techniques. Because of this virus, it is not an exaggeration to say that the Gillione temple requires a "Paraly Check" as mandatory.

Hilda (Phantom)

Medium 1

Half

	Slash Strike	Spell Strike
Attack Power	200	200 350
Defense	700	700 500

Weakness Steel Body Half Damage Defense

– – Light –

LV	68
HP	36918
EXP	67563
Gald	0
Shock Absorption	100/100
Items	– / –
Defensive action	–

Almost no casting and repeatedly unleashes light and water導術. Even repeatedly uses導術奥義without restriction — terrifying power. Although a strong enemy, unlike when rampaging it does not adopt a steel-body state, so it's best to immobilize its movements with focused attacks.

Mill

P.316

Veigue (Rampage)

Medium 1

Hyuma

	Slash Strike	Spell Strike
Attack	628	506 308
Defense	400	400 300

Weakness Silver body Halved Defense

– – – –

LV	48
HP	18835
EXP	77610
Gald	0
Impact/Absorption	100/100
Items	– / –
Defensive action	–

As with the rampaging ability users fought in the past, their movement and attack speeds Is in a permanent steel-body state at double strength. Because it cannot be stopped even by Foles, aiming for combos is difficult. The vanguard should act as a shield and wear down its HP with Foles.

Etrey Bridge

P.318

Milhaust

Medium 1

Hyuma

	Slash Strike	Spell Strike (術撃)
Attack Power	1400	800 0
Defense	504	304 254

Weakness: Copper Body Half-reduction Defense

– – – –

LV	81
HP	8324
EXP	135128
Gald	20000
Impact/Absorption	100/100
Items	– / –
Defense action	RG must be below a certain value

The battle with Milhaust at the Etorei Bridge cannot be won because Veigue is unable to解除 his Rush Burst state, so he cannot withstand Milhaust's ultimate technique, and even if he guards forward against all subsequent attacks, he will not win.

Mineral

P.318

Titrei

Medium・1

Hyuma

	Slash (斬撃) Strike	Spell (打撃) Magic User
Attack Power	50	180 50
Defense	1390	1390 1390

Weakness: Solid Body Half Damage Defense

– – – –

LV	22
HP	3120
EXP	800
Gald	0
Shock Absorption	70/100
Items	– / –
Defensive action	–

On a sunset-tinted beach, you face Veigue in a one-on-one duel. Controls are limited to left/right movement and punches only; you cannot jump or defend. First to lead and 10 hits wins, so pour out your passionate feelings.

Beast King Mountain

P.322

Acranazzo

Small・1

Beast/Porcupine

	Slash Strike	Magic Strike
Attack Power	1215	1154 486
Defense	402	434 98

Weakness Copper Body Half Damage Defense

– Water – –

LV	51
HP	7230
EXP	530
Gald	501
Shock Absorption	80/80
Items	Peach Gummy (9%) / Shield Topaz (5%)
Defensive action	Allies RG at or above a certain level

It uses a painful-looking attack where it jumps and falls onto its opponent's back, but its power is the same as a headbutt or a tackle. Its latent effect that activates on defense is "reflects damage," so stop attacking if your attack is defended.

Archepter

Large・4

Winged / Condor

	Slash, Strike, Magic
Attack	1063 1418 425
Defense	366 414 86

Weakness Bronze body Halved Defense

– Wind – –

LV	51
HP	11935
EXP	718
Gald	680
Shock Absorption	140/100
Items	Uccharigumi (3%) / Mind Emerald (2%)
Defensive action	–

It approaches while flying calmly in the sky, then dives steeply to attack. Its body moves slowly and is large, so although it is heavy, it is relatively easy to land combos on. First drop it to the ground, then pursue and attack when it takes off again.

Vabilus

Medium 5

Beast/Wild Boar

	Slash	Blunt	Spell Strike (術撃)
Attack	1337	1486	371
Defense	401	451	99

Weakness Copper body Halved Guard
– Close – –

LV	51
HP	12503
EXP	882
Gald	833

Shock Absorption 100/140
Burst Bottle (14%)
Item
Muscle Topaz (5%)
Defensive action When ally RG is above a certain level

From the moment it appears, its RG is at maximum, meaning it is constantly in Rush Burst. Therefore it rarely takes defensive actions (it will do so if you lower its RG). Be careful that aerial-launch moves do not actually launch it, and focus your attacks while watching out only for its charges.

Marlon Ape

Medium 2

Beast / Long-armed Monkey

	Slash, Strike, Magic Strike
Attack Power	962 1283 384
Defense	397 383 107

Weakness Copper-body Half reduction Defense
– 5 Blunt – –

LV	51
HP	9798
EXP	675
Gald	641

Shock Absorption 100/100
Peach Gummy (12%)
Item
Grape Gummy (3%)
Defensive action Allies' RG above a certain level

This enemy repeatedly uses a three-hit attack with a fairly long reach. If it is made to guard, its latent effect can sometimes raise its defense, but the guarding condition requires our allies to have RG90 or above, so it is nothing to worry about.

Sare

Medium 1

Hyuma

	Slash	Strike (打撃)	Magic Strike
Attack Power	280	130	260
Defense	260	260	990

Weakness: Copper Body Halved Defense
Earth - Wind, Dark –

LV	47
HP	34500
EXP	2786
Gald	3200

Impact/Absorption 100/100
Items
Gale Powder (100%)
Grape Gummi (100%)
Defensive Action Allies' RG at or above a certain level

Using its speed to run around, it suddenly fires a one-line piercing special move "Steife Brise," which is troublesome. In a chaotic fight it's hard to give detailed orders, so try to position allies on different lines whenever possible.

トーマ

Medium 4

Gajuma

	Slash	Strike	Magic Strike
Attack Power	100	600	130
Defense	9000	9000	200

Weakness Guard Body Half-reduction Defense
Water Earth, Fire, Dark – –

LV	45
HP	51000
EXP	2786
Gald	800

Impact/Absorption 200/200
Items
Life Bottle (100%)
Grinding Stone (100%)
Defensive action –

The final showdown with Toma, whom you have fought repeatedly, is a full four-star appearance. His abilities and actions are the same as in the battle at Mokrad Village. Toma is a low-priority target to defeat, so try to avoid focusing on it.
It's best to fight at a location away from Ma.

Beast King Mountain B22

ミリッツァ

Medium 1

Half

	Slash	Blunt	Magic
Attack	310	100	200
Defense	300	300	300

Weak point: bronze body Half damage Guard
– Water – Light –

LV	40
HP	17050
EXP	2111
Gald	1600

Shock Absorption 250/300
Grape Gummy (100%)
Item
Lite Wrist (100%)
Defensive action When ally RG is above a certain level

The "Spectral Field," which knocks back enemies in all directions around itself, is a threat in 4-on-4 melees. Militza has low HP and is easy to defeat, so in four-star battles you should prioritize taking her down first.

Waltu

Medium 1

Gajuma

	Slash	Strike	Magical Strike
Attack Power	470	350	100
Defense	300	180	800

Weakness Copper-body Halved Defense
– – – Off –

LV	44
HP	27420
EXP	2111
Gald	2200

Impact/Absorption 100/100
Items
Life Bottle (100%)
Panic Check (100%)
Defensive action When HP is below a certain level

It has no unique skill and gives a plain impression in chaotic fights, but its danger level can be considered second-highest. Its sonic attacks repeatedly put allies into panic or stun states, which weakens the party's overall strength.

Milhaust

Medium 1

Hyuma

	Slash	Strike	Spell Strike (術撃)
Attack power	1400	800	0
Defense	504	304	254

Weakness: bronze body halved; defense
– – – –

LV	81
HP	8324
EXP	135128
Gald	3200

Shock Absorption 100/100 Ti Testament," will come, so you must defend
Items
Fortisword (100%)
Double Trick (100%)
Defensive action Below a certain level

Fight a one-on-one duel with Veigue. About 10 seconds after battle starts, an alarming
A special move with roughly 20,000 power, "Fideli
against this at all costs. From the op
ening, defense is steady.

Jiruba

Medium - 2

Gajuma

	Slash	Strike	Arts Technique
Attack power	600	100	500
Defense	200	200	200

Weakness: Copper Body / Half damage / Defense
– Light, Dark – –

LV	75
HP	100000
EXP	
Gald	

155221 Deals tremendous damage with a dedicated
20000 technique "Shade Moon Reverio
Shock Absorption 150/70n". Also, besides that, there are many dangerous
Items
Misty Emerald (14-hit, 100%) piercing techniques unique to Zirba, such as
[Magical Aroma (100%)] techniques prepared in abundance.
Defensive action [illegible] above a certain level

At the start of battle, the entire screen

Derivall

Large · 5

Amorphous / Fossil of an ancient fish

	Slash	Strike	Spell	Strike
Attack	1108	1108	355	
Defense	198	202	208	

Weakness: Steel Body Half-Reduce Defense

Light	–	Off	–

LV	56
HP	12708
EXP	1368
Gald	776

Impact/Absorb 160/120

Item: Potato (18%), Nature Tubers (6%)

Defensive action: –

Despite its massive appearance w hich suggests great power, its spe cialty is formation techniques. Its a ttack frequency is extremely low, a nd it seldom even performs single attacks. When it performs a Rush Burst, it emits a three-hit smoke attack.

Tolido Ivy

Medium · 2

Plant / Vine plant

	Slash	Strike	Magic	Strike
Attack Power	966	1288	386	
Defense	110	200	310	

Weakness: Copper Body half damage Defense

Lord	–	Wind	–

LV	55
HP	8192
EXP	1209
Gald	684

Shock Absorption 80/80

Items: Beef (15%), Resist Topaz (6%)

Defensive action: –

Uses artes including "Gale Smas h" and "Fearful Storm." Its castin g time is long, so it attacks less f requently, but when it hits it dea ls dangerous damage, so it's an enemy you want to take down fi rst when you see it.

Barti

Medium 1

Undead / Bone

	斬撃	Strike	Magic	Strike
Attack	1015	1354	406	
Defense	198	115	265	

Weakness: Copper Body damage Defense

Fire	–	Water	–

LV	54
HP	10015
EXP	1019
Gald	650

Shock Absorption 100/100

Items: Onion (19%), All Divide (1%)

Defensive action: Allies' RG at or below a certain level

Enemies that rarely drop "All Div ide." They attack using kicks that make use of their long legs. Beast s of this appearance share a com mon trait: if our RG is 60 or lower , they will flee even when hit.

Razsaur

Large · 4

Reptile/Great Lizard

	Slash	Strike	Arts	Strike
Attack	1509	1431	452	
Defense	217	274	108	

Weakness: Copper Body Half damage Defense

Wind	–	Earth	–

LV	54
HP	13316
EXP	1146
Gald	812

Shock Absorption 160/40

Item: Carrot (18%), Prao Liquid (9%)

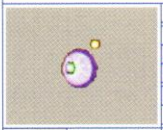
Defensive action: ally RG at or below a certain value

Causes a slowing status as an additional effect on attack. Wit h multi-hit attacks such as up t o 5-hit headbutts or 4-hit bites, there are many multi-hit attack types, so the chance of receivi ng this latent effect is high.

P.336

Gleam Anim

Small · 0



Spiritual Body / Light Energy

	Slash,	Strike,	Magic
Attack Power	0	0	886
Defense	168	177	408

Weaknesses Bronze Half reduction Guard

Light	–	闇	–

LV	55
HP	5686
EXP	1209
Gald	701

Shock Absorption 40/60

Items: Weak Check (7%), Hourglass (1%)

Defensive action: –

Because it has skewed parameters , all of its attacks become magical. That's already unpleasant, but it a lso has a panic-inducing additiona l effect, making it a difficult enem y to fight. It's best to have Veigue, who has relatively high magic defense, engage it in close combat

Tembler

Medium 1

Spirit / Darkness Ka

	斬撃	Physical	Slash	Magical
Attack Power	1522	522	648	
Defense	412	427	167	

Weakness Copper Body Body-Reduce Defense

Light Earth		Off	–

LV	56
HP	10371
EXP	1368
Gald	792

Shock Absorption 100/100

Item: Tofu (9%), Mind Emerald (3%)

Defensive Action: After specific attacks

At long range it uses an enemy-onl y technique "So "SouL Play" and, by merely entering the arc formation, HP decreases. It is a formidable fo e that also masters formation arte s like "Drain Circle." Defeat it quick ly with Light-attribute artes.

Barti

Medium 1

Undead / Bone

	斬撃	Strike	Magic	Strike
Attack	1015	1354	406	
Defense	198	115	265	

Weakness Copper Body damage Defense

Fire	–	Water	–

LV	54
HP	10015
EXP	1019
Gald	650

Shock Absorption 100/100

Items: Onion (19%), All Divide (1%)

Defensive action Allies' RG at or below a certain level

Enemies that rarely drop "All Div ide." They attack using kicks that make use of their long legs. Beast s of this appearance share a com mon trait: if our RG is 60 or lower , they will flee even when hit.

Pawmy

Medium · 2

Beast / Long-tailed Mantled Baboon

	斬撃	Physical	Strike	Arts	Strike
Attack	1205	1607	482		
Defense	200	216	207		

Weakness Steel Body Half damage Defense

–		Read	–	–

LV	58
HP	11542
EXP	1750
Gald	1010

Shock Absorption 20/80

Item: Grün Liquid (9%), Shield Emerald (3%)

Defensive action: Before/after specific attacks

Performs 2–3 consecutive attacks, b ut like other mantled baboons, its at tack speed is slow so they do not for m true combos. You can start defen ding partway through, or ideally us e a forward defense that will certain ly hit before the next attack.

Razsaur

Large · 4

Reptile/Great Lizard

	Slash	Strike	Arts	Strike
Attack	1509	1431	452	
Defense	217	274	108	

Weakness: Copper Body Half damage Defense

Wind	–	Earth	–

LV	54
HP	13316
EXP	1146
Gald	812

Shock Absorption 160/40

Item: Carrot (18%), Prao Liquid (9%)

Defensive action: ally RG at or below a certain value

Causes a slowing status as an additional effect on attack. Wit h multi-hit attacks such as up t o 5-hit headbutts or 4-hit bites, there are many multi-hit attack types, so the chance of receivi ng this latent effect is high.

Hack Armor

Large · 5

Inorganic / Armor

	Slash	Strike	Arts	
Attack Power	2257	257	317	
Defense	128	128	464	

Copper body halved defense

Weakness: Defense Closed

–	–	–	

LV	57
HP	13545
EXP	1547
Gald	894

Impact/Absorption 200/200

Items: Roe Liquid (9%), Miso (5%)

Defensive action Allies' RG below a certain level

The high attack power is among the top even in Yuris' Domain, t he final dungeon. In addition to t his power, the latent ability is ter rifying, going as far as "damage x2." It's a formidable enemy, but its item rewards are attractive.

Yurisu's Realm — Middle Layer ▼ P.336

Galembrion

Large · 5

Insect Larva

	New	Strike Arts
Attack Power 300	823	200
Defense 354 304		412

Weakness Steel Body Half Reduction Defense

–	–	–	–

LV	66
HP	21000
EXP	270257
Gald	10000
Shock Absorption	100/20
Item	Life Bottle (100%) Liqueur Bottle (100%)
Defensive Action	Allies RG below a certain level

The above Flue, Ram, both Emblems
The main body of Rion. From the head part, it extends
It has attacks such as reaching-out strikes, but it
basically does not act much.
It continuously spawns separated bodies,
so reducing those is important.

Fluoenbrion

Small · 1

Insect/Beetle

	New	Strike Magic Strike
Attack 100		100 100
Defense 100		100 100

Weakness: Tuned Body — Dissolved by Defense

–	–	–	–

LV	5
HP	7
EXP	0
Gald	0
Impact/Absorb	100/100
Items	–
	–
Defensive action	–

Fight a total of three times in Yuris's Domain - Middle Layer
These are the separated forms of Ga
ruenbrion. Their HP is only 7 and the
y can be taken down in one hit even b
y such attacks, but they spawn endle
ssly, so it's never-ending. Clearing th
em with art/skill techniques is best.

Ram Embrion

Small/ 1

Insect/Beetle

	New	Slash Melee Magic Strike
Attack Power		300 300
Defense	100 100 100	

Weakness: Copper Body / Half damage / Defense

–	–	–	–

LV	5
HP	10
EXP	0
Gald	0
Shock Absorption	100/100
Items	–
	–
Defensive action	–

If Flue Embrion is an aerial type, this one is a ground type.
Because it is very small, the mov
es that can hit it are quite limited
. In the FGO state it can be defea
ted easily, so attack with arts tha
t can hit a wide area.

Lower Level of Yuris's Domain ▼ P.346

Skerich

Medium · 2

Undead/Corpse

	New	Strike Arts Studies
Attack Power 1118 1512 549		
Defense	214 154	309

Weaknesses Bronze Body — Body wave Guard

Light	–	Fujan	–

LV	62
HP	12448
EXP	2511
Gald	1297
Shock Absorption	80/80
Items	Grape Gummy (9%) Elixir (1%)
Defense action	Allies' RG at or above a certain level

Because it is constantly teleportin
g, it is hard to land attacks. The in
stant it appears from a teleport, it
performs a high-speed movement technique similar to Vesperia's Absorption Counter.
Performing a move like this is the most reliable
It can be called a practical tactic.

※1

Yuris' Domain · Lower Layer ▼ P.320

Dikeiver

Medium 1

Undead/Corpse

	Slash Strike	Magic Strike
Attack 1798	1618 359	
Defense 212	255 234	

Weakness: Copper Body — Halved by Defense

Fire Read	–	–	–

LV	61
HP	14267
EXP	2397
Gald	1167
Impact/Absorption	110/90
Item	Violet Liquid (12%) Panic Check (6%)
Defensive action	–

Although movement is slow, attack speed
is relatively fast. The additional effect of panic
is also a severe issue. Also, ra
sh burst causes it to be constantly in a steel
state, so avoid approaching until the enemy's RG
drops.

Farost

Medium 1

Undead / Bone

	New	Strike Melee Magic Strike
Attack Power 1586 1189 475		
Defense 211 201 210		

Weakness: Bronze Body Half Damage Defense

Fire	–	–	–

LV	60
HP	10678
EXP	2117
Gald	900
Shock Absorption	120/80
Item	Gelppur Liquid (11%) Mighty Emerald (4%)
Defensive Action	–

It mainly attacks using techniques
that kick upward with its hind legs.
Also, it has a troublesome behavior
pattern of targeting allies who are
chanting guide or formation arts, s
o the vanguard should hold it off t
o prevent interruptions of the rear guard's casting.

Rhizome

Medium 3

Plant/Plant

	New	Strike Arts Studies
Attack Power 1087 1450 508		
Defense 169	210	569

Weaknesses Bronze Body — Half Damage Reduction Defense

Light	–	Wind Light Water	–

LV	60
HP	9792
EXP	2118
Gald	1096
Impact/Absorption	100/100
Item	Break T Bars (18%) Feet Sapphire (1%)
Defensive Action	–

She is skilled in light-attribute ar
tes such as "Shining Ray" and "Fl
ash Tear". Both in power and ra
nge, these artes are the worst t
hing for those on the receiving e
nd, so take her out first. Her we
akness, surprisingly, is light.

Ulysses

Super Large

Unknown

	New	Strike Magic Strike
Attack 1600 800 800		
Defense 200 400 500		

Weakness: Copper body, damage halved; Defense

–	–	–	–

LV	90
HP	210000
EXP	0
Gald	0
	100 100
Items	–
	–
Defensive action	–

The final boss of this work. It spaw
ns a Yulis Eye on the center line, a
nd the main body uses long twin a
rms to attack, as well as a gigantic
formation technique that affects a
ll lines, among other varied arts an
d skills. Challenge it with all your strength.

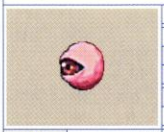
※1 Additionally, Tembler, Hack Armor, and Palti appear.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Yulis' Domain - Lower Layer 550

Yulis Eye

Small · Type 1



Unknown

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack 100	400	620	
Defense 450	200	300	

Weakness: Copper body | Half-reduction Defense

–	–	–	–

LV	67
HP	8230
EXP	0
Gald	0
Impact/Absorption	100／100
Items	–
	–
Defensive action	–

Copies created by Ulyss. They always appear in the center of the middle line. Their attacks include a laser fired from the eyes and one that sprouts spikes all over the body like a burr. They can increase to a maximum of four, so defeating each one individually is essential.

Sighlog Manor ▼P.374

Difart

Medium · 5

Inorganic / Treasure Chest

	Slash	Strike	Magic
Attack 1500	1500	750	
Defense 750	750	1500	

Weak point: bronze body | Half-reduction Defense

–	–	–	–

LV	80
HP	8585
EXP	0
Gald	25000
Shock Absorption	200/20
Item	Grape Gummi (26%)
	Elixir (11%)
Defensive action	RG above a certain level

Defense is extremely high, and the defense condition is that our RG is 25 or higher. It is quite difficult to reduce its HP. It mainly uses enemy-only arts like "Drift Wave" and "Gravity Prison," employing a variety of arts.

Sighlog Manor ▼P.374

Arbox

Medium · 5

Inorganic / Treasure Chest

	Slash, Strike, Magic
Attack Power 1500	1500 750
Defense 1500	1500 750

Weakness Steel Body Half Damage Defense

–	–	–	–

LV	80
HP	8585
EXP	25000
Gald	0
Shock Absorption	200/20
Items	Uccharigumi (26%)
	Hourglass (11%)
Defensive action	HP above a certain level

The enemy mainly uses enemy-only arts such as "Periphery," "Flame Wall," and "Cross Winger." Its parameters are paired with Defart, and this one is stronger against slash and strike attacks.

Delist

Medium · 2

Undead / Corpse

	Slash	Strike	Magic
Attack 1560	2082	624	
Defense 367	282	724	

Weakness Steel Body Halved | Guard

Light	Earth

Curse

LV	75
HP	14527
EXP	4918
Gald	4182
Shock Absorption	80/80
Items	Grape Gummies 9(9%)
	Resist Emerald (1%)
Defensive action	RG below a certain level

"Negative Gate" and other incantations

A powerful mage who uses secret techniques. Astonishingly, he even uses Mao's final learned secret technique, "Disaster R making him a terrifying presence.

Needless to say, make him your top priority to take down.

Stiafalk

Gigantic · 5

Plant/Tree

	Slash	Strike	Spell
Attack 1976	2196	658	
Defense 207	596	234	

Weakness Silver Body Half Damage Defense

Fire	–	Water Wind

LV	72
HP	18961
EXP	7904
Gald	5096
Shock Absorption	100/140
Items	Life Bottle (18%)
	Apple (7%)
Defensive action	–

It uses vines that attack the surrounding area and employs water- and earth-based artes, possessing a wide variety of techniques, but the most impressive is its high jumping body attack. If it hits properly, it deals over 3,000 damage.

Howlave

Small/ 1

Insect/Beetle

	Slash	Strike	Spell
Attack 1000	1000	500	
Defense 100	100	100	

Weakness Copper Body Half Damage Defense

–	–	–	–

LV	5
HP	10
EXP	0
Gald	0
Impact/Absorption	100／100
Items	–
	–
Defensive action	–

A small insect born when separating from the Larp Cradle. It is so weak it can be killed by a single hit from any attack, but they appear in large numbers and will mob you if surrounded. Wide-area artes are indispensable.

Dabfangar

Small · Type 1

Plants/Mushrooms

	Slash	Strike	Magic
Attack Power 1416	1888	566	
Defense 288	402	518	

Weakness Silver Body half Defense

闇	Water Light

LV	73
HP	11888
EXP	3912
Gald	2088
Shock Absorption	60／80
Items	Liqueur Bottle (14%)
	Life Bottle (7%)
Defensive behavior	when HP below a certain level

While at close range, headbutt attacks are the main moves. When distance opens up, it releases spores two to each side. A single one is not very strong, but because they appear in groups they tend to turn into chaotic fights. Take the initiative to avoid being surrounded.

Furairābu

Small · Type 1

Insect/Beetle

	Slash	Strike	Spell
Attack Power 1000	1000	500	
Defense 100	100	100	

Weakness Copper Body half Defense

–	–	–	–

LV	5
HP	10
EXP	0
Gald	0
Impact/Absorption	100／100
Items	–
	–
Defensive action	–

Like the Howlave, it is born from the Laveck Cradle. This one is characterized by flying in the sky, but that is about the only performance difference from the Howlave. Try to defeat as many of them as possible at once.

※1

※1 : All enemies except some bosses will appear. Also, some enemies that could only be fought in events will appear (see enemy data on p.374).

Larve Cradle

Large · 5

Insect/Larva

	Slash	Strike	Spell
Attack	900	2469	600
Defense	531	456	618

Weakness: Copper Body — Halved: Guard

Earth — | Wind —

LV	76
HP	18183
EXP	9917
Gald	6183
Shock Absorption	140/20
Item	Life Bottle (13%), Liqueur Bottle (3%)
Defensive Action	—

Its movements are sluggish, and it does not have many attacks. The t roublesome aspect of this enemy i s that it continuously spawns virus es called Howluber and Flyeruber. It's best to defeat them together w ith wide-range magic/techniques.

Kronel

Medium 2

Gajuma

	Slash	Strike	Magic Strike
Attack Power	1800	300	450
Defense	100	100	100

Weakness: Bronze Body — Halved damage: Guard

Interval — | Light —

LV	70
HP	100000
EXP	500000
Gald	30000
Impact/Absorption	120/90
Items	Refining Stone (90%), Strike Refining Stone (90%)
Defensive action	RG above a certain level, after specific attacks

You'll fight him a total of three tim es at the Saiglog Mansion. A Foles user of the Mud type. He appears accompanied by a mud puppet th at looks exactly like Veigue and the others. His openings are small an d he attacks frequently, so assault him with Arts attacks.

Mao (Mud Puppet)

Medium 1

Hyuma

	Slash	Strike	Magic Strike
Attack	258	606	600
Defense	256	1040	1380

Weakness: Copper Body — Halved — Defense —

LV	50
HP	9000
EXP	0
Gald	0
Impact/Absorption	50/130
Items	—
Defensive action	Always

A mud doll created by Kronel. It uses the same arts and techniqu es as Mao himself. It has a uniqu e behavior pattern where the def ense condition is "constant," so a ttacks only hit when not during c asting or attacking, etc.

Eugene (Mud Doll)

Medium-sized 2

Gajuma

	Slash	Physical Slash	Magical
Attack	464	100	100
Defense	800	800	800

Weakness: Bronze body — halved: Guard

Land

LV	41
HP	7723
EXP	7352
Gald	0
Shock Absorption	150/150
Items	—
Defensive action	—

Appears alongside Mao (mud doll), brought in by Kronel to the 10th flo or of Saig Rogue's mansion. Unlike Eugene himself, he has high magic defense, Attack using magic or attack using physical attacks There isn't much difference even so.

※1

イーフォン

Extra Large · 5

Sacred Beast

	Slash	Strike	Magic Strike
Attack Power	1,480	100	290
Defense	270	150	270

Weakness: Copper body — Half damage: Defense

Light — | — | Close

LV	55
HP	79000
EXP	11144
Gald	4000
Shock absorption	400/400
Items	Weapon Refiner (100%), Dark Powder (100%)
Defensive actions	When HP is below a certain level

Appears on the 20th floor of Cygl rog Manor together with Shior un. Its abilities are exactly the sa me as when fought in the Iphon Sanctuary, but no matter how str ong your allies are, it's far from a n easy win. Be sure to exploit its weaknesses.

Xiaorun

Gigantic · 5

Holy Beast

	Slash	Physical Slash	Magical
Attack Power	800	800	800
Defense	300	300	300

Weakness: Silver Body — Half-reduction Defense

Fire — | Water —

LV	49
HP	70000
EXP	44,575
Gald	12,000
Shock Absorption	100/100
Items	Protect Refiner (100%), Aqua Powder (100%)
Defensive action	—

Appears on the 20th floor of Saig log Mansion together with Epho n. He also uses "Aquarius Sphere " around 100 seconds after the s tart of the battle, so when time i s running out, don't forget to def end.

Annie (Mud Puppet)

Medium-sized 1

Human

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack Power	100	170	100
Defense	290	290	330

Weakness: Silver Body — Half Damage Defense

— | — | — | —

LV	10
HP	926
EXP	400
Gald	0
Shock Absorption	200/100
Items	—
Defensive action	When HP drops below a certain level

Alongside Veigue (Mud Doll), it loyal ly follows Kronel. Its HP is extremely low, but the size of the arc magic ci rcle is tremendous. Note that the ef fect of the arc magic circle remains even after the mud doll is defeated, so remember this.

Veigue (Mud Doll)

Medium-sized

Human

	Slash	Strike	Technique Strike
Attack Power	628	506	308
Defense	400	400	300

Weakness: Copper Body — Half Damage Defense

— | — | — | —

LV	48
HP	18835
EXP	77610
Gald	0
Shock Absorption	100/100
Items	—
Defensive action	—

At the 30th floor of Saiglog's mans ion, a mud doll appears together with Kronel. Among the six mud d olls, it stands out for its exception ally high attack power and has no obvious weaknesses, making it th e strongest mud doll overall.

※1

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material

Sigrog Manor 20

Georgius (Perfect Form)

Gigantic · B

Sacred Beast

	Slash Blunt	Magic Strike
Attack	600 600	910
Defense	180 180	800
Weakness: Copper Body / Half damage / Defense		
–	– –	–

LV	80
HP	140000
EXP	500000
Gald	0
Shock Absorption	100/100
Item	Hourglass (100%) / Nature Sapphire (100%)
Defensive Action	–

This is the Cyglogue Manor with the gimmick of a parade of past bosses, but this Georgius is in a class of its own. As the "Perfect Form" it has undergone a dramatic power-up. In a first playthrough it serves as the manor's final boss.

Jiruba

Medium · 2

Gajuma

	Slash Blunt	Art
Attack power	600 100 500	
Defense	200 200 200	
Weakness: Copper body Half annihilation Defense		
–	Light, Dark –	–

LV	75
HP	100000
EXP	155221
Gald	20000
Shock Absorption	150/70
Items	Misty Emerald (100%) / Magical Aroma (100%)
Defensive action	RG at or above a certain level

Strong enough on its own, but Georgi multaneously with As's complete form. Of course it uses "Shade Moon Rebellion" at the start, so immediately afterward do your utmost to heal your allies' HP.

Titre (Mud Doll)

Medium-size · 1

Hyuma

	Slash Strike Magic		
Attack Power	50 180 50		
Defense	1390 1390 1390		
Weakness: Copper Body Halved Defense			
–	–	–	–

LV	22
HP	3120
EXP	800
Gald	0
Impact/Absorb	70/100
Items	– / –
Defensive action	–

The parameters of this Titre (Mud Doll) are based on those from the one-on-one duel at the Sunset Coast (see p.402). However, its movement and attacks are as fast as when berserk. It appears on the 50th floor of Cyglogue Manor.

Hilda (Mud Doll)

Medium-size · 1

Half

	Slash Strike Technique		
Attack Power	200 200 350		
Defense	700 700 500		
Weak point: bronze body Half damage Defense			
–	–	Light	–

LV	68
HP	36918
EXP	67563
Gald	0
Shock Absorption	100/100
Items	– / –
Defensive action	–

Appears on the 50th floor of Sigloud Manor together with Kronel and Titorei (Mud Doll). The base for each parameter is the phantom version fought in the Giliioune Temple (p.402); it has higher HP and faster casting.

※1

Sigrog Manor 20

Sare

Medium · 1

Hyuma

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack	280	130	260
Defense	260 260		990
Weakness: Bronze Body Half reduction Defense			
Earth	–	Wind, Dark	–

LV	47
HP	34500
EXP	2786
Gald	3200
Impact/Absorption	100/100
Items	Gale Powder (100%) / Grape Gummy (100%)
Defensive action	Allies RG at or above a certain level

On the top floor of Cyglorog's mansion, waiting on the 60th floor is a special battle where four-star enemies appear "two of each." The sight of the two Sale moving rapidly and using "Fearful Storm" is overwhelming.

トーマ

Medium-sized · 4

Gajuma

	Slash Blunt	Spell Strike (術撃)
Attack power	100 600	130
Defense	9000 9000 200	
Weakness: Copper body halved defense		
Water	Earth, Fire, Dark	–

LV	45
HP	51000
EXP	2786
Gald	800
Shock Absorption	200/200
Items	Life Bottle (100%) / Strike Ore (100%)
Defensive action	–

As with Sale, two appear simultaneously. Among the four, only Toma has a special technique available in Maxwell Roar, exclusive to the Cyglogue Manor. Even though Toma's magic-attack power is low, this guiding art is quite powerful.

ミリッツァ

Medium · 1

Half

	Slash	Strike (打撃)	Spell Strike (術撃)
Attack Power	210	100	200
Defense	300 300 300		
Weakness: Copper Body Halved Defense			
–	Water	Light	–

LV	40
HP	17050
EXP	2111
Gald	1600
Impact/Absorption	50/100
Items	Grape Gummy (100%) / Light Wrist (100%)
Defensive Action	Ally RG above a certain level

The already powerful "Spectral Field" in chaotic battles is used by two Militza, resulting in that development. They will become that. It's a real chore to search for where they are, but no matter where they run, be the first to target them.

Waltu

Medium · 1

Gajuma

	Neu	Strike (打撃)	Spell Strike (術撃)
Attack Power	470	350	100
Defense	300	180	800
Weakness: units		Halved	Guard
–	–	Off	–

LV	44
HP	27420
EXP	2111
Gald	2200
Shock Absorption	100/100
Items	Life Bottle (100%) / Panic Check (100%)
Defensive action	When HP falls below a certain level

Waltu, the Four-Star Strategist, also appears with two others. With a total of 12 people including allies and enemies, it becomes a large The wide-range purple ring of light unleashed by ウ is quite troublesome. It's best to fight from a distance whenever possible.

※1

※All enemies appear except for some bosses. Also, some enemies that could only be fought in events will appear (see enemy data on P.374).

Collection!

Revealing data on enemy-only artes!

Many players will likely be troubled by powerful all-target attacks used by bosses and by enemy artes they have never seen before. Here we introduce those enemy-only artes. Techniques like "Magnetic Geyser," "Spectral Field," and "Shade Moon Rebellion" are ultimate moves used by various bosses that anyone who has fought them has probably seen, but artes such as "Cross Winger" and "Soul Play" may not have been seen by many players. These are rare artes used only by a small number of enemies and by the treasure-chest-type enemies Arbox and Diphart that appear in Sigrog's mansion, so it's understandable if you haven't seen them. If you want to experience those rare artes, go to the locations where the users listed in the table below appear and wait for them to use them.

Can also inflict damage. Always has high power and uses special artes that deal several thousand in damage. Non-Diphart enemies have high probability of

Skill. A cut-in appears, but "nt" is Millhaust's order "Fidelity Testament". The skill names are not displayed.

List of Techniques Exclusive to Enemy Units

Technique name	User	Attribute	Attack Power	Hit Count
Drift Wave	Swaprio, Difart, etc.	Water Fire	1000	2
Flame Wall	Rubinas Mater, Arubox, etc.		1000	3
Cross Winger	Grittle, Arubox, etc.	Wind Land	1000	4
Gravity Prison	Diffart, etc.		1000	4
Peripherai	Elacil, Arubox, etc.	Light and Darkness Close	1000	7
Soul Play	Templar Diffart, etc.		1000	4
Steife Briese	Sare		800	13
Magnetic Gazer	トーマ		1500	4
Spectral Field	ミリッツァ	Water, Light, Darkness Water	500	4
Severati Overlord	Georgias		1800	10
Punishment	イーフォン		1900	7
Spread Blue	Xiaorun		1000	4
Aquarius Sphere ※	Xiaorun		1200	7
Fidelity Testament	Millhaust	Slash	1000	7
Shade Moon Rebellion	Zilba	闇	2400	12
Prismic Stars ※	Ulysses	Light	1500	14
Brightest Gate ※	Ulysses	Light	1800	8
Explosion Nova ※	Ulysses	Fire	2000	7
Dimensional Material ※	Ulysses	闇	2500	8
Maxwell Roar ※	Thoma (Saiglog Mansion 60th Floor)	Land	2300	8

※These techniques can also be used by the player if Mao and Hilda activate their combined secret finisher (see P.115).
In addition to those introduced here, there are enemy-only formation techniques that cause status abnormalities and other effects.

アイテム
Item Data

Expansion

vast number of items are listed, In addition to detailed data, the methods for obtaining a

the order matches that of the Collector's Catalogue

throughout, so it should be useful when searching for items you don't have.

How to read weapons/armor and gem data

Weapons and armor

1	2	A 3 people	4	5	新 6 撃	FC 7	8	9	10 slots Sell 115 slots		Main 12-year methods	13
		Broadsword	–	0	100	70	50	30	3	100	300	60	Purchase (Sools) (Initial Equipment)	P.134

宝石

Name (Type) 3 Name (Rank)		14 果	110 slots Sell 11 slots 15 化			Main 12 Means	13
Feet	Bar	Slash Attack Power +10	775	155	Piyohan	Purchase (Sunny Town), Enemy (Sword Soldier)	P.166
	Onyx	Slash Attack Power +15	1705	310		Purchase (Pipista), Enemy (Ice Keret)	P.242
	Topaz	Slash Attack +20	3751	620		Purchase (Norzenn), Treasure Chest (Azure Sanctuary)	P.262
	Emerald	Slash Attack +25	8252	1240		Purchase (Valca - after event)	–
	Sapphire	Slash Attack +30	–	2480		Enemy (Raizom)	P.405
	Diamond	Slash Attack +35	–	4960		Synthesis only	–

1 Category

Type of equipment. "Base Weapon (Armor)" refers to items that can be purchased in shops, while "Unique Weapon (Armor)" refers to items that cannot be purchased.

2 Image

Item image.

3 Item Name

Item name. Gems are listed by type and gem rank.

4 Response

Indicates which weapon it will change to when an irregular shape change occurs. For example, if the inheriting weapon changes shape into a "Claymore," an "Obsidian" with the same Response B as the "Claymore" will be completed. "-" indicates that no shape change occurs.

5 Rank

Indicates the rank of the equipment; the higher it is, the more benefits there are upon inheritance. Also, if the inheriting equipment has a lower rank than the original equipment, no shape change will occur. See P.117 for details.

6 Slash/Strike/Impact Techniques

Indicates the equipment's stats. For weapons, this is Attack; for armor, this is Defense.

7 FG Recovery (HP Recovery)

Weapons indicate FG recovery; armor indicates HP recovery.

8 Enhancement

Indicates the maximum enhancement level when strengthening equipment.

9 Shock

Represents influence on RG. For weapons, a larger number in the "shock value" makes it easier to raise the enemy's RG. For armor, a larger number in the "shock absorption value" makes it harder for your own RG to rise.

10 Purchase Price

The price when sold in shops. Items shown with "-" are not for sale. Also, holding the "Magical Aroma" will change the price.

11 Sell Price

The price when sold to a shop. It fluctuates when enhanced or when weapon inheritance is applied.

12 Main Acquisition Methods

The primary ways to obtain that item. When there are multiple acquisition methods, they are listed in order of increasing difficulty, for example: purchasable in shops, shop location, etc. Note that all unique weapons may possibly be obtained through irregular "forecasting." If a treasure chest or sub-event name is written, that means those are lower-difficulty methods.

13 Listed

The pages corresponding to the areas or data listed under the main acquisition methods. If there are multiple acquisition methods, the page introduced earlie

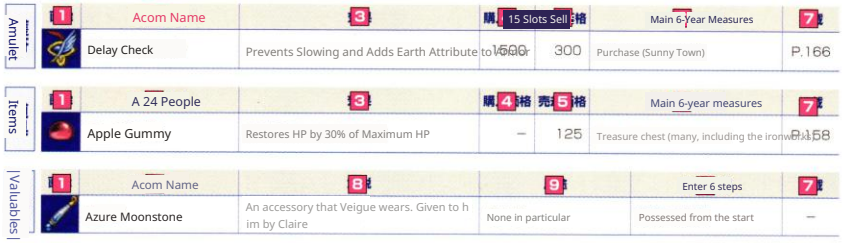
14 Effect

The effect when the gem is equipped.

15 Higher Evolution

The combinations that raise the rank of the resulting gem when gems are synthesized. In the case of "Feat Pearl," combining it with "Piyohan Pearl" will change it into "Feat Onyx."

How to View Amulet, Tool, and Valuables Data



1 Image
Item image.

2 Item name
Name of the item.

3 Effect
Effect when the item is equipped or used .

4 Purchase Price
Price when sold in stores. Items marked with "-" are not for sale. Also, owning a " Magical Aroma" will cause price fluctuati ons.

5 Sale Price
Price when sold to a shop.

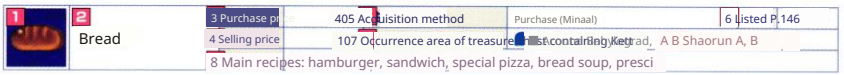
6 Main Acquisition Methods
The primary ways to obtain the item. If th ere are multiple acquisition methods, the y are listed in order of increasing diffic ulty, such as "available in stores" followed by the store's location.

7 Appears In
The pages corresponding to the areas or da ta listed under the main acquisition method s. If there are multiple acquisition methods, the page introduced earlier is listed.

8 Descrip
Explains the form of valuable items and effe cts that occur while they are in possession.

9 Uses
Introducing what to use that valuable item for.

How to read item (ingredient) data



1 Image
Image of the ingredient.

2 Item name
Name of the ingredient.

3 Purchase pr
Price when sold in stores. Items marked wit h "-" are not for sale. Also, owning a "Magical Aroma" will cause price fluctuations.

4 Selling price
Price when sold to a shop.

5 Main acquisition methods
Main methods for obtaining the ingredient. If there are multiple ways to obtain it, they are listed in order of decreasing difficulty—e.g., if it can be bought at a shop, the shop location is listed.

6 Listing
The pages corresponding to the areas or data li sted under the main acquisition methods. If the re are multiple acquisition methods, the page introduced earlier is listed.

7 Areas where ticket-containing treasure ch ests appear Locations of treasure chests that can yield tickets for the target ingredient. "~ Region" follows the in-game naming, and "S haoroon A–H" indicates chests that can be ac cessed after obtaining Shaoroon. For specific locations, refer to the world map at the front.

8 Main recipes
Main dishes that use this ingredient. Dish n ames shown in red indicate they are used as toppings.

Veigue

Veigue

Veigue's equipment is notable for its large variety and rich differences in both performance and graphics. Even outside of irregular encounters, there are relatively frequent chances to obtain unique equipment, so the choices for gear are wide.

Sword

The primary attack type is slashing. However, its striking power is by no means low, and because the base weapon's stats are well-balanced, you can still fight effectively even if damage is calculated usin

	Image	Item Name	Compatible Rank	Slashing	Striking	Arts	FG Recovery Boost	Shock	Purchase Price	Sell Price	Main acquisition method	Published
Base Weapon		Broadsword	–	0	100	70	50	30	3	100	300	60	Purchase (Sools) (Starting equipment)	P.134
		Defender	–	1	115	81	58	35	3	80	630	126	Purchase (Minarl)	P.146
		Badereiru	–	2	132	93	66	40	3	100	825	165	Purchase (Petonajanka)	P.154
		Buster Sword	A	3	152	106	76	46	3	120	1070	214	Purchase (Sanii Town)	P.166
		Claymore	B	4	175	122	87	52	4	100	1385	277	Purchase (Anikamaru)	P.180
		Halstatt	C	5	201	141	101	60	4	80	1775	355	Purchase (Babylograd)	P.194
		Greatsword	D	6	231	162	116	69	4	100	2260	452	Purchase (Razilda)	P.228
		Gradius	E	7	266	186	133	80	4	100	4745	949	Purchase (Pipista)	P.242
		Estoc	F	8	306	214	153	92	5	80	6200	1240	Purchase (Norzen) Enemy (Ginnar (Berserk))	P.262
		Flamberge	G	9	352	246	176	106	5	100	8060	1612	Purchase (Belsus)	P.282
		Ear Sword	H	10	405	283	202	121	5	120	10415	2083	Purchase (Mokrad Village)	P.294
		Forti Sword	I	11	465	326	233	140	5	100	13365	2673	Purchase (after Valca event) Enemy (Milhaust)	P.362
Unique Weapon		Electric Guitar	A	5	50	200	120	150	5	140	–	Only 765 Irregulars		–
		Obsidian	B	6	217	101	146	78	5	60	–	765	Treasure chest (Karegia Castle)	p.216
		Neat Stange	C	7	280	196	136	87	5	120	–	Only 765 Irregulars		–
		Ashbiter	D	8	315	221	155	191	5	80	–	Only 765 Irregulars		–
		Exsvern	E	9	334	174	108	108	5	100	–	Chest 765 (Azure Sanctuary)		P.286
		Balsunk	F	10	302	360	183	105	5	160	–	765	Sub-event "Mo "Monica and Steve"	P.355
		Pale Drag	G	11	382	531	36	83	5	240	–	765	Treasure chest (Yuris's territory lower level)	P.346
		Sorchifendi H	12	519	519	319		0	5	120	–	Only 765 Irregulars		–
		Falstevern	I	13	609	426	264	161	5	100	–	Only 765 Irregulars		–

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Appearance [Equipment Screen]

"Electric Guitar"

"Barsunk"

Pale Drag

"Falstevern"

Armor Armor

Remarkably balanced. While other members' unique armor often has extreme parameter values, most of Veigue's armor, even the unique pieces, are well-balanced.

	Image	Item Name	Corresponding Rank	Slash	Arts	HP	Recovery	Boost	Shock	Purchase Price	Sell Price	Main acquisition method	Published
Base Armor		Leather Armor	–	0	70	70	60	50	3	100	275	55 Purchase (Sools) (Initial Equipment)	P.134
		Bronze Armor	–	1	81	81	69	58	3	120	350	70 Purchase (Minal)	P.146
		Chain Armor	–	2	93	93	79	66	3	80	735	147 Purchase (Petonajanka)	P.154
		Scale Armor	–	3	106	106	91	76	3	100	960	192 Purchase (Sani Town)	P.166
		Iron Armor	A	4	122	122	105	87	4	120	1250	250 Purchase (Anikamaru)	P.180
		Steel Armor B 5 141 141 121 101							4	120	1615	323 Purchase (Babilograd)	P.194
		Silver Armor C 6 162 162 139 116							4	100	2070	414 Purchase (Rajiruda)	P.228
		Star Armor	D	7	186	186	160	133	4	100	2635	527 Purchase (Pipista)	P.242
		Mithril Armor E		8	214	214	184	153	5	80	5535	1107 Purchase (Norzen)	P.262
		Rune Armor	F	9	246	246	211	176	5	100	7230	1446 Purchase (Belsus)	P.282
		Platinum Armor G 10 283 283 243 202							5	120	9400	1880 Purchase (Mokurado Village)	P.294
		Fortia Armor H 11 326 326 279 233							5	100	12150	2430 Purchase (after the Valca event)	P.362
Unique Armor		Diamantix A		6	16	16	278	52	5	90	–	Only 765 Irregulars	–
		Dashtaro	B	7	156	214	155	137	5	130	–	765 Received from the man who loves gummies in Rajilda	P.228
		Bravas	C	8	203	203	181	176	5	65	–	765 Treasure Chest (Fenia's Sanctuary)	p.248
		Mensoacrus	D	9	260	220	205	195	5	115	–	765 Receive from Gajuma in Norzen	P.272
		Vestos	E	10	254	254	310	202	5	100	–	Only 765 Irregulars	–
		Baldifelt	F	11	461	461	16	4	5	150	–	Only 765 Irregulars	–
		Atmos Balt	G	12	372	372	300	250	5	100	–	765 Treasure Chest (Saiguro G's Manor)	P.374
		Grandiel	H	13	444	444	300	200	5	120	–	Only 765 Irregulars	–

Mao

Mao

Base equipment can generally provide overall performance improvements, but unique weapons have highly skewed parameters. When equipping these eccentric weapons, you will want to supplement their stats with gems or talismans.

Tonfa Tonfa

If you want to increase the power of art magic, of course the higher the Magic Attack the better. The "Ankas" obtainable from treasure chests has exactly the ideal stats. Normal attacks will also dea

	Image	Item Name	Corresponding Rank	Physical Strike	Magic	FG Recovery Enhancement	Shock	Purchase Price	Sell Price	Main acquisition method	Published
Base Weapon		Wood Tonfa	–	0	32	80	70	40	3	80	360	72	Purchase (Sools) (Starting equipment)	P.134
		Spiker	–	1	37	92	81	46	3	70	460	92	Purchase (Minaal)	P.146
		Irontonfur (Irontonfur)	–	2	42	106	93	53	3	90	590	118	Purchase (Petnajanka)	P.154
		Eturia	A	3	49	122	106	61	3	80	1235	247	Purchase (Sunny Town)	P.166
		Steel Tonfar	B	4	56	140	122	70	4	90	1615	323	Purchase (Anikamaru)	P.180
		Morgenstern C 5 64 161 141						80	4	90	2100	420	Purchase (Balograd)	P.194
		Silverton Fur D		6	74	185	162	93	4	70	2710	542	Purchase (Razilda)	P.228
		Jaguna	E	7	85	213	186	106	4	90	3480	696	Purchase (Pipista)	P.242
		Mithril Tonfa	F	8	98	245	214	122	5	70	4425	885	Purchase (Norzen)	P.262
		Cheirobar	G	9	113	281	246	141	5	90	9295	1859	Purchase (Belsus)	P.282
		Platinum Tonfa	H	10	129	324	283	162	5	80	12150	2430	Purchase (Mokrad Village)	P.294
		Fortitonfa	I	11	149	372	326	186	5	80	15795	3159	Purchase (after Valca event)	P.362
Unique Weapon		Recorder	A	5	32	127	111	116	5	40	–	Only 765 Irregulars	–
		Kwanjaru	B	6	60	238	85	63	5	100	–	765 Treasure chest (Karegia Castle)	p.216
		Kyuraba	C	7	221	201	132	113	5	50	–	765 Treasure Chest (Fenia's Sanctuary)	p.248
		Jiburutto	D	8	93	234	227	117	5	80	–	Only 765 Irregulars	–
		Vishua	E	9	97	296	209	241	5	90	–	Only 765 Irregulars	–
		Ankas	F	10	102	203	406	153	5	80	–	765 Treasure Chest (Beast King Mountain)	P.322
		Natal	G	11	380	380	216	166	5	120	–	Only 765 Irregulars	–
		Brancage	H	12	444	150	363	0	5	80	–	Only 765 Irregulars	–
		Buffadam	I	13	150	511	382	223	5	180	–	765	Treasure Chest (Saigun G's Manor)	P.374

Appearance

[Equipment Screen]

Recorder

"Kuwanjaru"

Ankas

Buffadam

Jacket

Overall, its magic attack defense is high while its slashing defense is extremely low. When slashing defense is t
, damage tends to concentrate as slashing damage, so enhancement and inheritance are essential.

	Image	Item Name	Corresponding Rank	Slash	Blunt Arts	HP	Recovery	Boost	Shock	Purchase Price	Sell Price	Main acquisition met	Published
Base Armor		Kilt Jacket	–	0	30	70	80	50	3	70	375	75	Purchase (Sools) (Initial Equipment)	P.134
		Mesh Jacket	–	1	35	81	92	58	3	70	490	98	Purchase (Minal)	P.146
		Feather Jacket	–	2	40	93	106	66	3	50	635	127	Purchase (Petonajanka)	P.154
		Silver Jacket	–	3	46	106	122	76	3	90	825	165	Purchase (Sunny Town)	P.166
		Moon Jacket	A	4	52	122	140	87	4	70	1055	211	Purchase (Anikamaru)	P.180
		Gold Jacket	B	5	60	141	161	101	4	90	1345	269	Purchase (Babylograd)	P.194
		Misty Jacket	C	6	69	162	185	116	4	50	2825	565	Purchase (Razilda)	P.228
		Crystal Jacket D		7	80	186	213	133	4	70	3690	738	Purchase (Pipista)	P.242
		Witch Jacket	F	8	92	214	245	153	5	50	4795	959	Purchase (Norzen)	P.262
		Spirit Jacket G		9	106	246	281	176	5	70	6200	1240	Purchase (Belsus)	P.282
		Prism Jacket H		10	121	283	324	202	5	90	7955	1591	Purchase (Mokrad Village)	P.294
		Forty Jacket 1		11	140	326	372	233	5	70	10125	2025	Purchase (after the Valca event)	P.362
Unique Armor		Balma Difen	A	6	81	173	189	91	5	80	–	Only 765 Irregulars		–
		Ferostel	B	7	12	233	165	172	5	100	–	765	Treasure Chest (Fenian's Holy Sanctuary)	P.248
		Marcrioza	C	8	14	19	472	41	5	70	–	765	Sub-event "Auction"	P.361
		Vital Burner	D	9	172	172	274	181	5	90	–	765	"Treasure Chest (Azure Sanctuary)"	P.286
		"Senchare"	"LL"	10	42	42	256	333	5	70	–	Only 765 Irregulars		–
		Viglaton	"G 11 381 412 71 219"						5	70	–	765	"Treasure Chest (Yuris Territory 域 Lower Level)"	P.346
		Liidial	H	12	321	260	291	241	5	80	–	765	Sub-event "Salvage"	See p.365
		Valmega	I	13	190	400	470	300	5	85	–	Only 765 Irregulars		–

Eugene

Eugene

Eugene, whose outstanding slashing attack power is his appeal. However, in terms of defense, both his personal stats and his armor are problematic, so his magic/skill defense is considerably low. He is a character with a high need for unique equipment.

Spear

Boasts the strongest slashing attack power among the members. Except for boss battles where slashing defense is extremely high, for weapons you only need to compare the slashing values and equip

	Image	Item Name	Compatible Rank		Slashing	Striking	FG Recovery	Boost	Shock	Purchase Price	Sale Price	Main acquisition method	Published
Base Weapon		Spear	–	0	110	44	60	30	3	120	420	84 Purchase (Sools) (Initial Equipment)	P.134
		Buredditto	–	1	127	51	69	35	3	120	545	109 Purchase (Minal)	P.146
		Fleurie (Fleurie)	–	2	145	58	79	40	3	100	705	141 Purchase (Petonajanka)	P.154
		Yan Tao	A	3	167	67	91	46	3	100	905	181 Purchase (Sanii Town)	P.166
		Gisarme	B	4	192	77	105	52	4	140	1150	230 Purchase (Anikamaru)	P.180
		Chovusuri	C	5	221	88	121	60	4	120	2420	484 Purchase (Babylograd)	P.194
		Halberd	D	6	254	102	139	69	4	140	3160	632 Purchase (Razilda)	P.228
		Scorpion	E	7	293	117	160	80	4	100	4110	822 Purchase (Pipista)	P.242
		Trident	F	8	336	135	184	92	5	120	5315	1063 Purchase (Norzen)	P.262
		Russell	G	9	387	155	211	106	5	140	6820	1364 Purchase (Belsus)	P.282
		Size	H	10	445	178	243	121	5	100	8680	1736 Purchase (Mokrad Village)	P.294
		Fortis Spear	I	11	512	205	279	140	5	140	18225	3645 Purchase (after the Valca event)	P.362
Unique Weapon		Microphone	A	5	90	120	40	90	5	140	–	Only 765 Irregulars	–
		Gungnir	B	6	240	231	153	76	5	100	–	765 Treasure chest (Karegia Castle)	p.216
		Gáe Bolg	C	7	260	105	140	210	5	60	–	Only 765 Irregulars	–
		Hyberion	D	8	350	350	115	70	5	140	–	Chest 765 (Nereg Tower)	P.266
		Deltluui	E	9	411	121	0	100	5	80	–	765 Receive from the old man of Mokurado Village	P.294
		Brigatorygi	F	10	178	445	92	184	5	160	–	Only 765 Irregulars	–
		Longinus	G	11	570	163	231	168	5	120	–	765 Treasure chest (Middle layer of Ulyss's territory)	P.336
		Diabolic	H	12	550	347	327	0	5	200	–	Only 765 Irregulars	–
		Valmblur	I	13	680	309	289	154	5	180	–	Only 765 Irregulars	–

Appearance [Equipment Screen]

"Microphone

"Gungnir

Longinus

"Valmbr

Mail

Like weapons, only slash defense is extremely high while the others are low. There are m any pieces of armor with strong quirks, so the well-balanced armor "Arcueibas" that can be obtained from trea

	Image	Item Name	Corresponding Rank	Slash	Blunt	Magic	HP Recovery Boost	Impact	Purchase Price	Sale Price	Main acquisition methods	Published
Base Armor		Leather Mail	–	0	112	48	40	30	3	130	325	65	Purchase (Sools) (Starting equipment)	P.134
		Bronze Mail	–	1	129	55	46	35	3	150	420	84	Purchase (Minaal)	P.146
		Chain Mail	–	2	148	63	53	40	3	110	540	108	Purchase (Petonajanka)	P.154
		Scale Mail	–	3	170	73	61	46	3	130	685	137	Purchase (Sunny Town)	P.166
		Iron Mail A		4	196	84	70	52	4	150	1440	288	Purchase (Anikamaru)	P.180
		Steel Mail	B	5	225	97	80	60	4	150	1880	376	Purchase (Babylograd)	P.194
		Silver Mail	C	6	259	111	93	69	4	130	2445	489	Purchase (Razilda)	P.228
		Star Mail	D	7	298	128	106	80	4	130	3160	632	Purchase (Pipista)	P.242
		Mithril Mail	E	8	343	147	122	92	5	110	4060	812	Purchase (Norzen)	P.262
		Rune Mail	"LL"	9	394	169	141	106	5	130	5165	1033	Purchase (Belsus)	P.282
		Platinum Mail	G	10	453	194	162	121	5	150	10845	2169	Purchase (Mokrad Village)	P.294
		Forti Mail	H	11	521	223	186	140	5	130	14175	2835	Purchase (after Val ca event)	P.362
Unique Armor		Pyroxeme	A	6	312	56	68	71	5	100	–	765	Treasure Chest (Eipho n Temple)	P.236
		Sapphiro	B	7	128	298	106	81	5	120	–	765	Received from a b oy at Rajilda Port	P.226
		Archeubas	C	8	255	255	112	102	5	120	–	765	Treasure Chest (Wontiga Sanctuary)	P.274
		Lazlit	D	9	32	12	10	255	5	125	–	Only 765 Irregulars		–
		Maximilian	E	10	203	123	306	112	5	130	–	765	Treasure Chest (Beast King Mountain)	P.322
		Fousganb	F	11	444	444	180	12	5	130	–	Only 765 Irregulars		–
		Freytaniel	G	12	567	331	191	150	5	135	–	765	Treasure Chest (Saigurgu Mansion)	P.374
		Vitrogram	H	13	600	300	230	180	5	150	–	Only 765 Irregulars		–

Annie

Annie

For Annie, who rarely takes part in attacks and is not a tank, the important parameters are HP recovery and FG recovery. Although having high defense is preferable, first prioritize these two when choosing equipment.

杖 Staff

Her main characteristic is strong blunt attacks. Surprisingly, Annie's weapons boast quite excellent performance. Since using arts is her main role, focus on FG recovery and equip items with high va

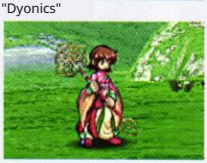
	Image	Item Name	Corresponding Rank	Rank	Physical Strike	Magic	FG Recovery	Enhancement	Shock	Purchase Price	Sell Price	Acquisition method	Published
Base Weapon		Rod	–	1	120	150	75	41	3	140	505	101	Purchase (Minal) (Starting equipment)	P.146
		Scepter	–	2	138	173	86	47	3	140	645	129	Purchase (Petonajanka)	P.154
		Fey Staff	A	3	159	198	99	54	3	170	825	165	Purchase (Sunny Town)	P.166
		Soul Scepter	B	4	183	228	114	62	4	110	1730	346	Purchase (Anikamaru)	P.180
		Horn Rod	C	5	210	262	131	72	4	140	2260	452	Purchase (Babilograd)	P.194
		Lyric Scepter	D	6	241	302	151	82	4	170	2935	587	Purchase (Razilda)	P.228
		Holy Staff	E	7	278	347	173	95	4	140	3795	759	Purchase (Pipista)	P.242
		Moon Scepter	F	8	319	399	200	109	5	110	4870	974	Purchase (Norzen)	P.262
		Shining Rod G		9	367	459	229	125	5	170	6200	1240	Purchase (Belsus)	P.282
		Grand Scepter	H	10	422	528	264	144	5	140	13015	2603	Purchase (Mokrad Village)	P.294
		Fortistaff	I	11	485	607	303	166	5	140	17010	3402	Purchase (after the Valca event)	P.362
Unique Weapon		Shamisen	A	5	80	120	200	109	5	50	–	Only 765 Irregulars		–
		Andreasite	B	6	206	271	116	91	5	140	–	765	Sub-event "Hack's Gratitude"	P.360
		Dystroses C		7	281	243	123	101	5	110	–	Only 765 Irregulars		–
		Annär	D	8	213	421	198	76	5	70	–	765	Treasure Chest (Wontiga Sanctuary)	P.274
		Gairyuion	E	9	297	375	243	71	5	140	–	765	Sub-event "The Jewel Collector's Lady"	P.364
		Greezal	F	10	36	537	184	91	5	200	–	Only 765 Irregulars		–
		Deonix	G	11	341	254	328	178	5	90	–	Only 765 Irregulars		–
		Tipheret	H	12	693	302	367		5	170	–	Only 765 Irregulars		–
		Bernadetta	I	13	500	727	420	240	5	140	–	765	Treasure chest (Saiglo Mansion)	P.374

Appearance [Equipment Screen]

Shamisen

"jistrosis"

"Dyonics"



Bernadetta

Cloak Cloak

Armor with no particular weaknesses and a good balance of defensive strength are dis played. Unique armors are certainly distinctive, but most provide roughly equal defense against slashing a

	Image	Item Name	Corresponding Rank	Slash	Arts	Strike	HP Recovery	Enhancement	Shock	Purchase Price	Selling Price	Main acquisition method	Published
Base Armor		Mesh Cloak	–	1	57	57	57	53	3	90	455	91	Purchase (Minal) (Starting equipment)	P.146
		Feather Cloak	–	2	66	66	66	61	3	70	590	118	Purchase (Petnajanka)	P.154
		Silver Cloak	–	3	75	75	75	70	3	110	755	151	Purchase (Sunny Town)	P.166
		Moon Cloak	A	4	87	87	87	81	4	90	960	192	Purchase (Anikamaru)	P.180
		Gold Cloak	B	5	100	100	100	93	4	110	2015	403	Purchase (Babilograd)	P.194
		Misty Cloak	C	6	115	115	115	107	4	70	2635	527	Purchase (Razilda)	P.228
		Crystal Cloak	D	7	132	132	132	123	4	90	3425	685	Purchase (Pipista)	P.242
		Witch Cloak E		8	152	152	152	141	5	70	4425	885	Purchase (Norzen)	P.262
		Spirit Cloak	F	9	174	174	174	162	5	90	5680	1136	Purchase (Belsus)	P.282
		Prism Cloak G 10 201 201 201 186							5	110	7230	1446	Purchase (Mokrad Village)	P.294
		Forti Cloak	H	11	231	231	231	214	5	90	15185	3037	Purchase (after Valc a event)	P.362
Unique Armor		Chalmir	A	6	98	98	133	112	5	90	–		Only 765 Irregulars	–
		wedding dress	B	7	90	90	170	140	5	100	–	765	Sub-event "Is Weapo n Enhancement My Latest Fad?"	P.363
		Sunny Rain	C	8	123	182	141	152	5	85	–		Chest 765 (Nereg Tower)	P.266
		Vigiane	D	9	262	262	12	6	5	110	–		Only 765 Irregulars	–
		Veil Eel	E	10	12	12	18	333	5	90	–	765	Treasure chest (Girionu's Sanctuary)	P.298
		Endahl	F	11	293	293	112	112	5	120	–	765	Treasure chest (Mi ddle layer of Ulyss's territory)	P.336
		Brebandi	G	12	124	124	262	302	5	90	–	765	Sub-event "Salvage"	See p.365
		Exarl	H	13	300	300	300	270	5	75	–		Only 765 Irregulars	–

Titrei

Tytree

Because his selling point is speedy attacks, his defense is relatively low for a front-line char acter. On the other hand, the total physical (strike) attack power from his own ability and eq uipment is outstanding, so he demonstrates exceptional strength against enemies weak to strike.

Glove

There is a very large gap between the slash and strike parameters, but basically it is fi ne to equip a weapon strong in strike. However, if you frequently use gun/shooting-type techniques, you sho

	Image	Item Name	Compatibility	Rank	Slash	Strike	Magic	FC	Recovery	Enhancement	Shock	Purchase Price	Sell Price	Main acquisition methods	Published
Base Weapon		Leather Arms	–	2	30	99	40	85	3	70	765	153		Purchase (Petonajanka) (Starting equipment)	P.154
		Saiti	A	3	34	114	46	98	3	55	990		198	Purchase (Sunny Town)	P.166
		Iron Arms	B	4	39	131	53	112	4	85	1270		254	Purchase (Anikamaru)	P.180
		Brandish	C	5	45	151	61	129	4	70	1615		323	Purchase (Babilograd)	P.194
		Steel Arms	D	6	52	173	70	149	4	85	3390		678	Purchase (Rajiruda)	P.228
		Vagnau	E	7	60	199	80	171	4	70	4425	885		Purchase (Pipista)	P.242
		Silver Arms	"LL"	8	69	229	93	197	5	70	5755	1151		Purchase (Norzen)	P.262
		Urgo	G	9	79	263	106	226	5	85	7440	1488		Purchase (Belsus)	P.282
		Mithril Arms H	10	91	303	122	260		5	55	9545	1909		Purchase (Mokrad Village)	P.294
		Forti Arms 1	11	104	348	141	299		5	70	12150	2430		Purchase (after th e Valca event)	P.362
Unique Weapon		Suzu	A	5	21	115	43	134	5	40	–	Only 765 Irregulars			–
		Singarta	B	6	54	181	47	78	5	140	–	765		Treasure Chest (Ephon's Sanctuary)	P.236
		Yuwanyang	C	7	203	210	74	163	5	85	–	765		Obtainable from t he hut near Kyoguen	P.260
		Chenkunche	D	8	241	73	78	201	5	45	–	Chest 765 (Nereg Tower)			P.266
		Distrange	E	9	241	241	75	209	5	70	–	765		Sub-event "The Jewel Collector's Lady"	P.364
		Eclipse (エクリプソン)	F	10	297	89	121	185	5	70	–	Only 765 Irregulars			–
		Party Longi (パーティロンギ)	C	11	140	465	83	274	5	120	–	Only 765 Irregulars			–
		Answork (アンスワーク)	H	12	378	378	184	0	5	100	–	Only 765 Irregulars			–
		Zweisel (ツヴェイセル)	I	13	471	117	169	317	5	55	–	Only 765 Irregulars			–

Secret Effect!

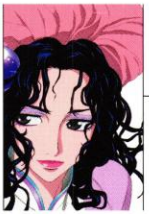
Elemental attacks also change the effect during attacks

Titrei's equipment changes are not reflected in the graphics, so here is a bit of information instead. When you add fire or wind attributes to a weapon, damage is displayed in red or green, but actually The attack effects themselves also take on colors corresponding to the attribute. For Titrei, the colors of punches and slidings change, so if you didn't notice, make sure to check it on screen!

Plate

Overall their defense is somewhat low, but the large HP recovery is appealing. If Annie isn 't in the party, it's also an option to choose Titrei's armor with an emphasis on HP recovery.

	Image	Item Name	Corresponding Rank	Slash	Thrust	Arts	HP Recovery	Boost	Shock	Purchase Price	Sell Price	Main acquisition methods	Published
Base Armor		Chain Plate	–	2	48	111	75	61	3	65	490	98	Purchase (Petonajanka) (Starting equipment)	P.154
		Scale Plate	–	3	55	128	86	70	3	85	1030	206	Purchase (Sunny Town)	P.166
		Iron Plate	A	4	63	147	99	81	4	105	1345	269	Purchase (Anikamaru)	P.180
		Steel Plate B		5	73	169	114	93	4	105	1750	350	Purchase (Babylograd)	P.194
		Silver Plate	C	6	84	194	131	107	4	85	2260	452	Purchase (Razilda)	P.228
		Star Plate	D	7	97	223	151	123	4	85	2900	580	Purchase (Pipista)	P.242
		Mithril Plate	E	8	111	257	173	141	5	65	3690	738	Purchase (Norzen)	P.262
		Rune Plate	F	9	128	295	200	162	5	85	7750	1550	Purchase (Belsus)	P.282
		Platinum Plate	G	10	147	340	229	187	5	105	10125	2025	Purchase (Mokrad Village)	P.294
		Forte Plate H		11	169	390	264	215	5	85	13160	2632	Purchase (after the Valca event)	P.362
Unique Armor		Nash Build	A	6	16	32	16	161	5	85	–	765	Treasure Chest (Climbing Cave)	P.198
		Borurex	B	7	231	13	121	123	5	95	–	Only	765 Irregulars	–
		Chris Place	C	8	48	128	203	193	5	90	–	765	Sub-event "Auction"	P.361
		Disparate	D	9	202	223	216	142	5	115	–	Only	765 Irregulars	–
		Baurustang	E	10	89	197	329	178	5	100	–	765	Treasure Chest (Giliohna's Sanctuary)	P.298
		Arakillers	F	11	356	356	91	211	5	115	–	765	Treasure chest (Yuris' territory/ Area - Lower Layer)	P.346
		Soredia	G	12	333	422	262	223	5	115	–	765	Sub-event "Salvage"	See p.365
		Justin	H	13	340	560	340	95	5	110	–	Only	765 Irregulars	–



Hilda

Hilda

Because her normal attacks are slow and lack power, it's hardly meaningful to worry ab
out the strength of her normal attacks. For a character like Hilda, aside from a very sma
ll number of unique weapons, most equipment is biased toward magical attack power rather than physical atta

Card Card

At first glance, her high slash attack power might seem notable, but for Hilda, who often can't even land two hi
To increase the power of her arts, choose weapons with the mindset that "what's needed is magical attack."

	Image	Item Name	Corresponding Rank	Slash	Strike (打撃)	Shot (術撃)	FG Recovery	Strengthen	Impact	Purchase Price	Sell Price	Main acquisition methods	Published
Base Weapon		Card	–	3	106	32	122	85	3	50	1150	230	Purchase (Sunny Town) (Initial equipment)	P.166
		3 Soul Cards	A※	4	122	37	140	98	4	60	1500	300	Purchase (Anikamar) Enemy (Miritza)	P.180
		Star Card	B	5	140	42	161	112	4	50	1935	387	Purchase (Babylograd)	p.194
		Lyrick Card	C	6	161	48	186	129	4	40	2485	497	Purchase (Razilda)	P.228
		Holy Card	D	7	185	56	213	149	4	50	3160	632	Purchase (Pipista)	P.242
		Silver Card	E	8	213	64	245	171	5	60	6640	1328	Purchase (Norzen)	P.262
		13 Moon Card	F	9	245	74	282	197	5	50	8680	1736	Purchase (Belsus)	P.282
		Shining Card G		10	282	85	325	226	5	40	11280	2256	Purchase (Mokrad Village)	P.294
		Forte Card	H	11	324	97	373	260	5	50	14580	2916	Purchase (after the Valca event)	P.362
Unique Weapon		Blues Harp A 5 39 130 112 119							5	100	–	Only 765 Irregulars		–
		Growin	A※	6	152	46	131	130	5	40	–	Only 765 Irregulars		–
		Seirosta	B	7	178	53	206	134	5	50	–	765	Can be obtained at a hut near Kyoguen	P.260
		Fazellner	C	8	62	207	163	117	5	90	–	Only 765 Irregulars		–
		Heindelta	D	9	233	70	223	204	5	50	–	765	Can be picked up in Mokurado Village	P.294
		Visconti	E	10	85	282	274	189	5	50	–	765	Treasure chest (Girionu's Sanctuary)	P.298
		セイクレッド	F	11	465	140	198	180	5	60	–	765	Treasure chest (Middle layer of Ulyss's territory)	P.336
		Delkelty	G	12	313	94	504		5	75	–	Only 765 Irregulars		–
		Eindahl	H	13	430	129	469	321	5	50	–	Only 765 Irregulars		–

※The Soul Card irregularity "Shape Change" randomly becomes either Bluesharp or Growin.

Chapter 1 Ziniyl
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Appearance [Equipment Screen]

"Blues Harp"

[Glowin]

"Heindelta"

Eindahl

Robe Robe

Its defense against slashing and magic attacks is surprisingly high. On the other hand, its blunt defense is low armor. Therefore, when enhancing it, focus mainly on blunt defense.

	Image	Item Name	Corresponding Rank	Rank	Physical Attack	Magic	HP	Recovery	Enhancement	Impact	Purchase Price	Sell Price	How to acquisition methods	Published
Base Armor		Silver Robe	–	3	164	63	106	43	3	100	890	178	Purchase (Sunny Town) (Initial equipment)	P.166
		Moon Robe	A	4	189	72	122	49	4	80	1150	230	Purchase (Anikamaru)	P.180
		Gold Robe	B	5	217	83	140	57	4	100	1480	296	Purchase (Babylograd)	P.194
		Misty Robe	C	6	249	96	161	65	4	60	1880	376	Purchase (Razilda)	P.228
		Crystal Robe	D	7	287	110	185	75	4	80	3955	791	Purchase (Pipista)	P.242
		Witch Robe	E	8	330	127	213	86	5	60	5165	1033	Purchase Norzen)	P.262
		Spirit Robe	"LL"	9	379	146	245	99	5	80	6715	1343	Purchase (Belsus)	P.282
		Prism Robe	G	10	436	168	282	114	5	100	8680	1736	Purchase (Mokrad Village)	P.294
		Forti Robe	H	11	502	193	324	132	5	80	11135	2227	Purchase (after the Valca event)	P.362
Unique Armor		Fina Cross	A	6	161	161	161	65	5	80	–	765	Treasure Chest (Eiphon Temple)	P.236
		Rifrel	B	7	114	278	194	71	5	80	–	765	Sub-event "Is Weapon Enhancement My Latest Fad?"	P.363
		Ranaunce	C	8	18	12	311	164	5	60	–	Only 765 Irregulars		–
		Spell Aim	D	9	399	252	114	73	5	95	–	765	Can be picked up in Mokurado Village	P.294
		Foul Feather	E	10	279	379	108	119	5	65	–	Only 765 Irregulars		–
		Harmonia	F	11	262	123	199	232	5	80	–	Only 765 Irregulars		–
		Dimeter	G	12	64	42	555	6	5	80	–	Only 765 Irregulars		–
		Seericoat	H	13	590	290	390	180	5	80	–	Only 765 Irregulars		–

Gem

The appeal of gems lies in their ability to further emphasize equipment effects and to raise abilities that equip

There are many gems that can only be obtained through synthesis, so,

Jewels For the jewels you want, repeatedly synthesize them early on to raise their rank.

Gem List

There are 108 types of gems in total. The first part of the name indicates the effect type, and the latter part represents the gem's rank. Gems purchasable in shops are also useful for synthesis, so be sure to chec

Name (Type)	Name (Rank)	Effect	Purchase Price	Sell Price	Higher Rank Variants	Main acquisition methods	Published
Feet	Pearl	Slash Attack +10	775	155	Piyohan	Purchase (Sunny Town), Enemy (Sword Soldier)	P.166
	Onyx	Slash Attack +15	1705	310		Purchase (Pipista), Enemy (Ice Skelet)	P.242
	Topaz	Slash Attack +20	3751	620		Purchase (Norzen), Treasure Chest (Azure Sanctuary)	P.262
	Emerald	Slash Attack +25	8252	1240		Purchase (Barka – after event)	–
	Sapphire	Slash Attack Power +30	–	2480		Enemy (Raizom)	P.405
	Diamond	Slash Attack Power +35	–	4960		Synthesis only	–
Muscle	Pearl	Blunt Attack Power +10	765	153	Misty	Purchase (Sunny Town), Enemy (Vespa)	P.166
	Onyx	Blunt Attack Power +15	1683	306		Purchase (Pipista),Enemy (Baru)	P.242
	Topaz	Blunt Attack Power +20	3702	612		Purchase (Bersas),Enemy (Vapirus)	P.282
	Emerald	Blunt Attack Power +25	–	1224		Treasure Chest (Beast King Mountain)	P.322
	Sapphire	Blunt Attack Power +30	–	2448		Synthesis only	–
	Diamond	Strike Attack Power +35	–	4896		Synthesis only	–
Shield	Bar	Slash Defense +10	760	152	Charge	Purchase (Sunny Town) Enemy (Blade Soldier)	p.166
	Onyx	Slash Defense +15	1672	304		Purchase (Balca), Enemy (Radie Cabell)	P.202
	Topaz	Slash Defense +20	–	608		Enemy (Elacti), Enemy (Acranazzo)	P.402
	Emerald	Slash Defense +25	8091	1216		Purchase (Moclad Village), Enemy (Pawmee)	P.294
	Sapphire	Slash Defense +30	–	2432		Synthesis only	–
	Diamond	Slash Defense +35	–	4864		Synthesis only	–
Protect	Pearl	Blunt Defense +10	755	151	Recover	Purchase (Sunny Town), Enemy (Regtite)	P.166
	Onyx	Strike Defense +15	1661	302		Purchase (Rajiruda), Enemy (Fizzshield)	P.228
	Topaz	Strike Defense +20	3654	604		Purchase (Belsas),Enemy (Lenmeduz)	P.282
	Emerald	Strike Defense +25	–	1208		Treasure Chest (Yuris' Domain - Middle Layer)	P.336
	Sapphire	Strike Defense +30	–	2416		Synthesis only	–
	Diamond	Physical Defense +35	–	4832		Synthesis only	–
Mind	Pearl	Magic Attack +10	785	157	Mighty	Purchase (Anikamaru), Enemy (Nigshade)	P.180
	Onyx	Magic Attack +15	1727	314		Purchase (Razilda)	P.228
	Topaz	祈 Attack +20	–	628		Enemy (Glaisebler)	P.400
	Emerald	祈 Attack +25	8357	1256		Purchase (Moclad Village), Enemy (Alcepter)	P.294
	Sapphire	Magic Attack +30	–	2512		Synthesis only	–
	Diamond	Magic Attack +35	–	5024		Synthesis only	–
Resist	Pearl	Arts Defense +10	780	156	Break	Purchase (Anikamaru), Enemy (Quoztolb)	P.180
	Onyx	Arts Defense +15	1716	312		Purchase (Pipista), Enemy (Rubinas Mater)	P.242
	Topaz	Arts Defense +20	3775	624		Purchase (Bersas), Enemy (Toldo Ivy)	P.282
	Emerald	Arts Defense +25	–	1248		Enemy (Derist)	P.406
	Sapphire	Arts Defense +30	–	2496		Synthesis only	–
	Diamond	Arts Defense +35	–	4992		Synthesis only	–
Heal	Pearl	HP Recovery +6	825	165	Mental	Purchase (Anicamall), Enemy (Spear Soldier)	P.180
	Onyx	HP Recovery +9	1815	330		Purchase (Pipista)	P.242
	Topaz	HP Recovery +12	3993	660		Purchase (Nolzen)	P.262
	Emerald	HP Recovery +15	8784	1320		Purchase (Valca - after event)	–
	Sapphire	HP Recovery +18	–	2640		Synthesis only	–
	Diamond	HP Recovery +21	–	5280		Synthesis only	–
Foles	Pearl	FG Recovery +6	835	167	Medical	Purchase (Anikamar), Enemy (Mortarb)	P.180
	Onyx	FG Recovery +9	1837	334		Purchase (Pipista)	P.242
	Topaz	FG Recovery +12	4041	668		Purchase (Norzen) Enemy (Grayfer)	P.262
	Emerald	FG Recovery +15	8890	1336		Purchase (Varka - after event), Treasure Chest (Beast King Mountain)	P.322
	Sapphire	FG Recovery +18	–	2672		Synthesis only	–
	Diamond	FG Recovery +21	–	5344		Synthesis only	–
Life	Pearl	Max HP +100	855	171	Nature	Purchase (Anikamar), Enemy (Noctofark)	P.180
	Onyx	Max HP +150	1881	342		Purchase (Razilda)	P.228
	Topaz	Max HP +200	4138	684		Purchase (Bersas), Enemy (Ripinpen)	P.282
	Emerald	Max HP +250	9103	1368		Purchase (Mokurado Village), Treasure Chest (Mountain Cave)	P.294
	Sapphire	Max HP +300	–	2736		Synthesis only	–
	Diamond	Max HP +350	–	5472		Sub-event "Auction"	P.361

Jewel Graphics [Gemstone Images]

"Pearl | Onyx | "Topaz | Emerald | Sapphire | "Diamond

Name (Type)	Name (Rank)	Effect	Purchase Price	Sell Price	Advanced Transformations	Main acquisition methods	Published
Nature	Pearl	FG recovery from normal attacks +4	–	190	Life	Synthesis only	–
	Onyx	FG recovery from normal attacks +8	2090	380		Purchase (Varka), Enemy (Shin Araneo)	P.202
	Topaz	FG recovery from normal attacks +12	4598	760		Purchase (Norzenn), Enemy (Georgias)	P.262
	Emerald	FG recovery from normal attacks +10	–	1520		Synthesis only	–
	Sapphire	FG recovery from normal attacks +12	–	3040		Enemy (Georgias (Perfect Form))	P.408
	Diamond	FG recovery from normal attacks +14	–	6080		Synthesis only	–
Medical	Pearl	HP recovery on enemy defeat +2	875	175	Foles	Purchase (Babylograd), Enemy (Granpasc)	P.194
	Onyx	HP recovery on enemy defeat +3	1925	350		Purchase (Razilda), Enemy (Masnap)	P.228
	Topaz	HP recovery on enemy defeat +4	4235	700		Purchase (Belsas)	P.282
	Emerald	HP recovery on enemy defeat +5	–	1400		Synthesis only	–
	Sapphire	HP recovery on enemy defeat +6	–	2800		Synthesis only	–
	Diamond	HP recovery on enemy defeat +7	–	5600		Synthesis only	–
Mental	Pearl	FG recovery on enemy defeat +2	850	170	Heal	Purchase (Babylograd)	P.194
	Onyx	FG recovery on enemy defeat +3	1870	340		Purchase (Razilda)	P.228
	Topaz	FG recovery on enemy defeat +4	–	680		Enemy (Susu), Treasure Chest (Nereg Tower)	P.401
	Emerald	FG recovery on enemy defeat +5	9050	1360		Purchase (Mokrad Village)	P.294
	Sapphire	FG recovery on enemy defeat +6	–	2720		Synthesis only	–
	Diamond	FG recovery on enemy defeat +7	–	5440		Synthesis only	–
Break	Pearl	RG -2 when defending against enemies	–	177	Resist	Enemy (Lance Knight)	P.393
	Onyx	Enemy Defense RG-3	1947	354		Purchase (Barka)	P.202
	Topaz	Enemy Defense RG-4	4283	708		Purchase (Kyoguen), Enemy (Raizom)	P.256
	Emerald	Enemy Defense RG-5	9422	1416		Purchase (Mokrad Village)	P.294
	Sapphire	Enemy Defense RG-6	–	2832		Treasure Chest (Yuris's Domain - Lower Level)	P.346
	Diamond	Enemy Defense RG-7	–	5664		Synthesis only	–
Mighty	Pearl	Increase effect duration +3	900	180	Mind	Purchase (Babylograd)	P.194
	Onyx	Increase effect duration +4	–	360		Enemy (Albast), Treasure Chest (Vulcan Underground Passage)	P.398
	Topaz	Increase effect duration +6	4356	720		Purchase (Kyoguen)	P.256
	Emerald	Increase effect duration +7	9583	1440		Purchase (after the Valca event)	P.362
	Sapphire	Increase effect duration +9	–	2880		Synthesis only	–
	Diamond	Increase effect duration +10	–	5760		Synthesis only	–
Recover	Pearl	Decrease effect duration -3	925	185	Protect	Purchase (Babylograd)	P.194
	Onyx	Decrease effect duration -4	–	370		Enemy (Garebtique), Enemy (Bangloo)	P.399
	Topaz	Decrease effect duration -6	4477	740		Purchase (Kyoguen)	P.256
	Emerald	Decrease effect duration -7	9849	1480		Purchase (Mokurado Village), Treasure chest (Ulyss's Domain Upper Layer)	P.294
	Sapphire	Decrease effect duration 9	–	2960		Synthesis only	–
	Diamond	Decrease effect duration -10	–	5920		Synthesis only	–
Charge	Pearl	Charge speed +2	880	176	Shield	Purchase (Babylograd), Enemy (Ribgaro)	P.194
	Onyx	Charge Speed +3	–	352		Enemy (Live Fract), Enemy (Brakiropper)	P.396
	Topaz	Charge Speed +4	4259	704		Purchase (Kyoguen)	P.256
	Emerald	Charge Speed +5	9369	1408		Purchase (Valca - after event)	P.362
	Sapphire	Charge Speed +6	–	2816		Synthesis only	–
	Diamond	Charge Speed +7	–	5632		Synthesis only	–
Misty	Varl	Casting Time -6	–	200	Muscle	Synthesis only	–
	Onyx	Casting Time -9	2200	400		Purchase (Capital Valka), Enemy (Borude)	P.202
	Topaz	Chanting time -12	4840	800		Purchase (Norzenn) Enemy (Valbedge)	P.262
	Emerald	Chanting time -15	10648	1600		Purchase (Valka after event), Enemy (Zilva)	P.362
	Sapphire	Chanting time -18	–	3200		Synthesis only	–
	Diamond	Chanting time -21	–	6400		Synthesis only	–
Piyohan	Pearl	Stun time -2	–	183	Feet	Enemy (Spear Knight)	P.392
	Onyx	Stun time -3	2013	366		Purchase (Barka)	P.202
	Topaz	Stun time -4	4428	732		Purchase (Kyoguen)Enemy (Swapurio)	P.256
	Emerald	Stun time -5	9741	1464		Purchase (Mocrad Village), Treasure chest (Yuris' Domain - Middle Layer)	P.294
	Sapphire	Stun time -6	–	2928		Synthesis only	–
	Diamond	Stun time -7	–	5856		Synthesis only	–

Gem Synthesis Method

The resulting gem is determined solely by the combination of types and the order of selection, regardless of rank
With this synthesis chart, you can aim to craft the gem you want.

First gem selected \ Second gem selected	Feat*2	Muscle	Shield*1	Protect Mind*1	Resist	Heal*2	Fole 2	Live 1
Feat *2	Muscle	Shield	Protect	Mind Resist	Heal	Fole	Life	Nature
Muscle	Shield	Protect	Mind	Resist Heal	Fole	Life	Nature	Medical
Shield *1	Protect	Mind	Resist	Heal Fole	Life	Nature	Medical	Mental
Protect	Mind	Resist	Heal	Fole Life	Nature	Medical	Mental	Break
Mind*1	Resist	Heal	Fole	Life Nature	Medical	Mental	Break	Mighty
Resist	Heal	Foles	Live	Nature Medical	Mental	Break	Mighty	Recover
Heal* 2	Foles	Life	Nature	Medical Mental	Break	Mighty	Recover	Charge
Foles *2	Life	Nature	Medical	Mental Break	Mighty	Recover	Charge	Misty
Live 1	Nature	Medical	Mental	Break Mighty	Recover	Charge	Misty	Piyohan
Nature	Medical	Mental	Break	Mighty Recover	Charge	Misty	Piyohan	Nature
Medical	Mental	Break	Mighty	Recover Charge	Misty	Piyohan	Medical	Feet
Mental *1	Break	Mighty	Recover	Charge Misty	Piyohan	Mental	Feet	Muscle
Break*1	Mighty	Recover	Charge	Misty Piyohan	Break	Feet	Muscle	Shield
Mighty*2	Recover	Charge	Misty	Piyohan Mighty	Feet	Muscle	Shield	Protect
Recover 1	Charge	Misty	Piyohan	Recover Feet	Muscle	Shield	Protect	Mind
Charge*2	Misty	Piyohan	Charge	Feet Muscle	Shield	Protect	Mind	Resist
Misty *2	Piyohan	Misty	Feet	Muscle Shield	Protect	Mind	Resist	Heal
Piyohan *1	Piyohan	Feet	Muscle	Shield Protect	Mind	Resist	Heal	Fole

First gem selected \ Second gem selected	Nature	Medical	Mental*1	Break1 Mighty*2 Recover1			Charge*2!	Misty*2	Piyohan*1
Feet*2	Medical	Mental	Break	Mighty	Recover	Charge	Misty	Piyohan	Feet
Muscle	Mental	Break	Mighty	Recover	Charge	Misty	Piyohan	Muscle	Feet
Shield *1	Break	Mighty	Recover	Charge	Misty	Piyohan	Shield	Feet	Muscle
Protect	Mighty	Recover	Charge	Misty	Piyohan	Protect	Feat	Muscle	Shield
Mind*1	Recover	Charge	Misty	Piyohan	Mind	Feat	Muscle	Shield	Protect
Resist	Charge	Misty	Piyohan	Resist	Feat	Muscle	Shield	Protect	Mind
Heal* 2	Misty	Piyohan	Heal	Feat	Muscle	Shield	Protect	Mind	Resist
Foles*2	Piyohan	Foles	Feat	Muscle	Shield	Protect	Mind	Resist	Heal
Live 1	Life	Feat	Muscle	Shield	Protect	Mind	Resist	Heal	Foles
Nature	Feat	Muscle	Shield	Protect	Mind	Resist	Heal	Foles	Life
Medical	Muscle	Shield	Protect	Mind	Resist	Heal	Foles	Life	Nature
Mental *1	Shield	Protect	Mind	Resist	Heal	Foles	Life	Nature	Medical
Break *1	Protect	Mind	Resist	Heal	Foles	Life	Nature	Medical	Mental
Mighty *2	Mind	Resist	Heal	Foles	Life	Nature	Medical	Mental	Break
Recover *1	Resist	Heal	Foles	Life	Nature	Medical	Mental	Break	Mighty
Charge2	Heal	Foles	Life	Nature	Medical	Mental	Break	Mighty	Recover
Misty 2	Foles	Life	Nature	Medical	Mental	Break	Mighty	Recover	Charge
Piyohan *1	Life	Nature	Medical	Mental	Break	Mighty	Recover	Charge	Misty

*1 Emeralds that can be purchased at the decorator in Mokurado Village *2 Emeralds that can be purchased at the decorator after the Valca event

Combinations that raise the gem rank · combinations that result in emeralds that cannot be purchased

Technique!

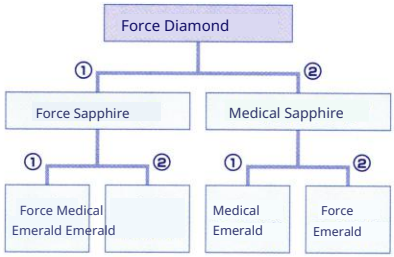
A technique that uses gems to change a character's attack attribute

As explained on p.047, only the largest damage among Slash, Strike, and Magic attacks becomes the actual attack damage. I n other words, when a weapon's Slash, Strike, and Magic values are close to each other, you can change the attack type by adju sting parameters with gems. For example, Eugene's weapon "G ungnir" has 240 Slash and 231 Strike; if the enemy's Slash and S trike defenses are the same, equipping a Muscle Pearl will make attacks use Strike, and removing it will make attacks use Slash.

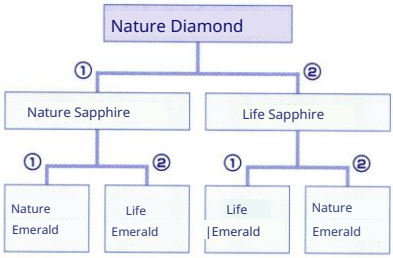
...However, since the system attacks with the attribute that is originally the strongest, there is little point in deliberate ly changing the type. Strengthening the strongest type rais es the damage floor, so if you choose gems for damage in grease, equip ones that enhance your strengths.

Selected Diamond Route

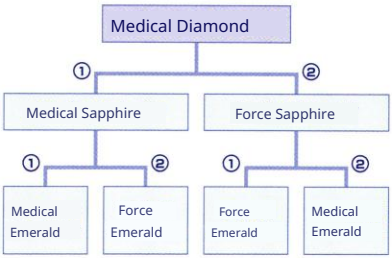
Powerful-effect gems are almost exclusively obtainable through synthesis. Here, I will introduce the recommended route to complete the diamond. The circled numbers indicate the order of selection.



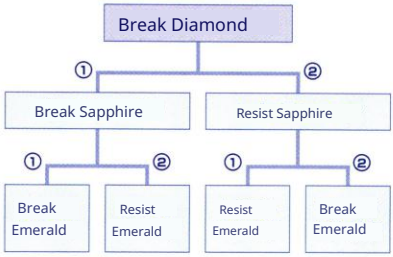
Force Emeralds become purchasable in Balka after Ulysses appears in the domain, but it's painful that Medical-type emeralds cannot be bought at shops. Nolzen sells topazes of both types, so repeatedly synthesize from there to first assemble the emeralds.



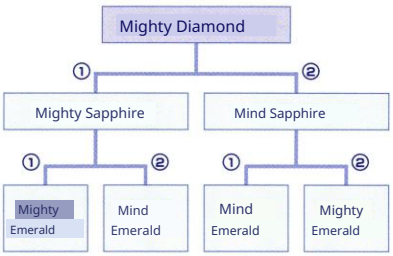
Nature-type emeralds are also not sold, so buy Nature Topaz in Nolzen and Life Topaz in Belsus, then synthesize the emeralds first. Life-type emeralds are sold in Mokrad Village, so you can just buy them.



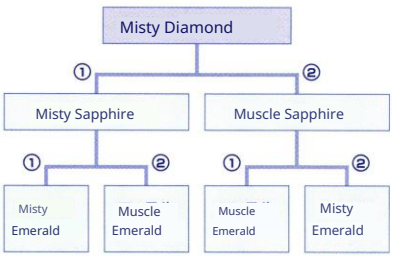
Those who prioritize healing will want to have the Medical Diamond. This recipe is completely identical to the Fole Diamond, with only the order of selection reversed during synthesis. The method of collecting the gem is exactly the same as for the Fole Diamond.



Break-type emeralds can be bought in Mocrad Village. The Resist Emerald is dropped by enemies, but it's rare with only a 1% drop rate. It's more practical to buy the topazes used to make the Resist Emerald in Belsas and Kyoguen and then synthesize them.



Mighty Emeralds (Muscle Emeralds) are available in Valca after Uryss's domain appears, while Mind Emeralds can be purchased in Mokrad Village. If you plan to make them earlier, Mind Topaz is a gem not sold in shops, so you must either transform another topaz or [illegible] synthesis.



Misty Emeralds can be purchased in Valca after Uryss's domain appears. On the other hand, Muscle Emeralds cannot be bought, so purchase Muscle Topaz in Belsas and Misty Topaz in Nor [illegible] synthesis.

Amulet

Talismans have unique effects such as changing a weapon's attribute or altering a skill. Especially those categorized as "Other" often have excellent performance, although their acquisition methods are limited.

Check-type

These are items that grant attribute resistances to armor and are essential talismans for boss fights. Since all of them can be purchased in shops, you should buy enough for each party member once y

Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	Delay Check	Prevents Slowing and Adds Earth Attribute to Armor	1500		Purchase 300 (Sunny Town)	P.166
	Weak Check	Prevents weakening and adds the Wind attribute to the armor	2500	500	Purchase (Norzen)	P.262
	Poison Check	Prevents heat poison and adds the Fire attribute to the armor	1500		Purchase for 300 (Petonajan-ka)	P.154
	Freeze Check	Prevents freezing and adds the Water attribute to the armor	2500	500	Purchase (Belsus)	P.282
	Paraly Check	Prevents paralysis and adds the Light attribute to the armor	2000	400	Purchase (Kyoguen)	P.256
	Panic Check	Prevents panic and adds the Dark attribute to the armor	2000	400	Purchase (Anikamaru)	P.180

List-type

Imbues weapons with attribute effects. Striking an enemy's weakness is often more effec tive than wielding a higher-ranked weapon, so, like with checks, preparing a variety of attributes will boost the pa

Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	Earthlist	The weapon is imbued with Earth attribute	2500	500	Purchase (Balka)	P.202
	Gale List	The weapon is imbued with Wind attribute	1500	300	Purchase (Barka)	P.202
	Flare Wrist	The weapon is imbued with Fire attribute	2500	500	Purchase (Barka)	P.202
	Aqua List	The weapon is imbued with Water attribute	1500	300	Purchase (Anikamaru)	P.180
	Light List	The weapon is imbued with Light attribute	2000	400	Purchase (Sunny Town)	P.166
	Dark List	The weapon is imbued with Dark attribute	2000	400	Purchase (Barka)	P.202

Soul type

An amulet that alters Veigue's special techniques. Since all of them are obtained via sub-e vents, collecting them all is difficult, but the techniques learned from "Soul of Flash" and "Soul of Frost Demon" ha

Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	The Soul of the Demon God	Veigue's special skill "Zetsu Hyōjin" transf orms into "Majin Sword". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	
	Wind God's Soul	Veigue's special skill "Shun Renjin" transfor ms into "Fūjin Sword". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	
	Soul of the Fierce Tiger	Veigue's special skill "Reppa Shō" transfor ms into "Koga Hazan". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	
	The Soul of Flash	Veigue's special skill "Zesshōzan" transform s into "Flash". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	
	Soul of the Sky God	Veigue's special skill "Genryūzan" transfor ms into "Aerial Raid Sword". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	
	Soul of the Ice Demon	Veigue's special skill "Mōyō" transforms int o "Mist Ice Soar". Usable only by Veigue.	–		765 Sub-event "Complete Old Man" p.355	

Others

Amulets with unique effects not obtainable from other items. For amulets that are difficult to use or whose effec additional notes are provided in the boxed article below.

Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	Esoteric	Allows awakening of Artes regardless of RG	–	765	Treasure chest (Cyglogr Manor)	P.374
	Coolraster	If you press a butto when defeating an enemy, RG becomes 0	–	765	Minigame "Down the River"	P.369
	Double Trick	Allows linking from an Art to a normal attack and from a normal attack to an Art (※)	–	765	Enemy (Milhaust)	P.403
	Golden Fork	Equipper's HP recovery from cooking is doubled	–	765	Sub-event "Auction"	P.361
	Step Boots	Recovers 5 HP on backstep	–	765	Sub-event "Complete Old Man"	P.355
	Weapon Refiner	At the end of battle, 1/16 chance to increase a weapon's awakening rate by 0.01% (max 50%)	–	765	Enemy (E-Phone)	P.395
	Protect Refiner	At the end of battle, 1/8 chance to increase an armor's awakening rate by 0.01% (max 50%)	–	765	Enemy (Shaorun)	P.401
	Dexterity Orb	Halves item-use stiffening (recovery) time	–	765	Reward from the Saiglog Manor	P.374
	Distortion Orb	Multiplies Hourglass effect duration by 5	–	765	Reward from the Saiglog Manor	P.374
	Shining Orb	Doubles weapon and armor awakening rates	–	765	Reward from the Saiglog Manor	P.374
	Dash Boots	Movement speed in battle becomes 1.2 times	–	765	Sub-event "Auction"	P.361
	Sunny Hat	Recovers HP during chanting. Usable only by Annie and Hilda.	–	765	Sub-event "Salvage"	See p.365
	Gunho Belt	RG changes according to remaining HP. Usable only by Mao and Eugene.	–	765	Sub-event "Salvage"	See p.365
	Silver Gauntlet	If you guard with correct timing, damage is nullified. Usable only by Veigue and Tytree.	–	765	Sub-event "Salvage"	See p.365

※ Usable only by Veigue, Eugene, and Tytree.

Technique!

Master the special talismans

Here, we will introduce practical uses of talismans whose usage can be hard to understand just by looking at their effects.

■ Double Trick

Gives the property that a skill can be followed by another skill. For example, with Veigue you can perform combos like "Phantom Dragon Slash" → "Phantom Dragon Slash." However, the second skill cannot be cancelled unless FG is at its maximum, and because skills naturally take precedence after another skill, there is the restriction that an ultimate can only be used after performing two skills. It is also possible to follow the first skill with a normal attack. Within a single combo, you can include up to three normal attacks and up to two skills, so technical combos such as Normal ×2 → Absolute Ice Blade → Normal → Absolute Ice Blade → Ultimate are possible. In practice, enemies' RG will often rise too much and trigger a Rush Burst, but it's guaranteed to make the controls fun to use.

■ Gung-ho Belt

When HP is at maximum, RG automatically becomes 99 (attacking triggers Rush Burst), and when HP is 1, RG becomes 1 (guarding or backstepping causes cooldown). When safe, it boosts attack power; when in danger, it increases recovery, making it a recommended talisman for Mao, who has difficulty raising RG. Note that the belt's effect only applies while idle, so it's better suited for characters controlled by auto-play rather than manual operation.

■ Silver Gauntlet

When the effect activates, the character briefly glows and becomes immune to all damage. The timing is extremely critical, but if successful the recovery (stagger) is greatly reduced, allowing a counterattack while the opponent is still in their attack animation. For example, if you nullify the first hit of an opponent's two-hit normal attack set, you can either block the next attack perfectly or counter it.

Items

Items classified as "Tools" are consumables that disappear after a single use. Following th e in-game item categories, they are listed in the order: Medicine, Tools, Ingredients.

Other Items are introduced by number. Tickets are listed together with the ingredients.

Medicine

Items mainly used for healing are classified as medicine. Various gummies should be bo ught up to the maximum before heading into a dungeon. For medicines that cannot be purchased at a store, be

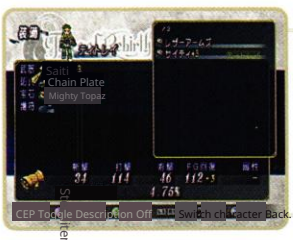
Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	Apple Gummy	Restores HP by 30% of Maximum HP	–	125	Treasure chest (many, including the ironworks)	P.158
	Peach Gummy	Restores HP by 50% of maximum HP	500	125	Purchase (Surls and many others)	P.134
	Grape Me	Recovers 75% of maximum HP.	2000	500	Purchase (Pipista and many others)	P.242
	Ucchari Gumi	Automatically recovers HP when near death.	–	500	Enemy (Blade Knight) Treasure chest (Ephon Temple)	P.393
	Lime Gumi	Temporarily increases HP recovery power.	800	200	Purchase (Varka and many others)	P.202
	Burst Bottle	RG becomes 100 and FG recovers by a fixed amo unt. FG fully recovers while moving.	600	150	Purchase (Anikamaru and many others)	P.180
	Panacea Bottle	Recover status ailments other than incapacitation	200	50	Purchase (Minaal and many others)	P.146
	Liqueur bottle	Prevents status ailments and reduction effects. However, positive effects are also nullified	400	100	Purchase (Petonajanca and many others)	P.154
	Life Bottle	Revives from incapacitation. Revives with 50% of maximum HP	800	200	Purchase (Surls and many others)	P.134
	Elixir	Fully restores HP and FG. Also cures status ailments, including incapacitation	–	500	Exchange at the ingredient procurement facility for five types of liquid items	P.170
	All Divide	Halves all damage for both allies and enemies Using it again cancels the effect	–	500	Enemy (Balti)	P.404
	Hourglass	Stop an enemy's movement for a certain period during battle	–	500	Enemy (Gleam Anim)	P.404

Collection!

To Focus on Collecting Rare Items

The ultra-powerful items "All Divide" and "Hourglass" are rarely obtained from treasure chests. Basically, the y can only be obtained from enemies. However, only o ne type of enemy drops them, and the drop rate is only about 1%. If you're going for such rare items, aim for T echnical Smashes to increase the chance. In particular "BURST" and "CHAIN" are easier to aim for.

Also, preparing a weapon with the potential ability "Steal Ite m" is another option. However, this effect can only steal the ite ms listed at the top of the "Dropped Items" column in the enemy data. Keep in mind that this is not very suitable for hunting rare items.



Hidden potential of "Steal Item" Ability becomes more likely to appear with fewer inhe It's convenient to make one for collecting. It is easier for that type to appear Item

"BURST" is Rush Ba Established. If established each time just defeat in the st stage Increased item drop rate!

Items

Items that raise or lower encounter rates, or improve the stats of characters and items. Most of them are unobtainable by purchase and are rare items to acquire.

Image	Item Name	Effect	Purchase Price	Sell Price	Main acquisition methods	Published
	Holy Bottle	Encounter rate becomes 1/2	300	75	Purchase (Sunny Town and many other locations)	P.66
	Dark Bottle	Encounter rate becomes 4 times	300	75	Purchase (Sunny Town and many other locations)	P.66
	Sage	Selected character's maximum HP +10 (permanent effect)	–	1	Enemy (Dorump (Berserk))	P.398
	Lavender	Equipped character's Slash/Strike Attack +1 (Permanent effect)	–	1	Treasure chest (Lost Forest and many others)	P.150
	Verbena	Equipped character's Slash/Strike Defense +1 (Permanent effect)	–	1	Treasure chest (Karēzu and many others)	P.174
	Rosemary	Equipped character's Magic Attack +1 (Permanent effect)	–	1	Treasure chest (Karēzu and many others)	P.174
	Saffron	Equipped character's Magic Defense +1 (Permanent effect)	–	1	Treasure chest (Karēzu and many others)	P.174
	Chamomile	Using character's HP recovery +1 (Permanent effect)	–	1	Treasure chest (Lost Forest and many others)	P.150
	Savory	Player character FG recovery +1 (Permanent effect)	–	1	Treasure chest (Karēzu and many others)	P.174
	Slash Refining Stone	When used on a weapon: Slash attack +1 When used on armor: Slash defense +1 (permanent effect)	–	1	Enemy (Kronel)	P.407
	Refining Stone	When used on a weapon: Strike attack +1 When used on armor: Strike defense +1 (permanent effect)	–	1	Enemy (Toma) Enemy (Kronel)	P.393
	Art Refining Stone	When used on a weapon: Art attack +1 When used on armor: Art defense +1 (permanent effect)	–	1	Enemy (Yushia (Berserk))	P.398
	Refining Stone	When used on a weapon: FG recovery +1 When used on armor, increases HP recovery rate by +1 (permanent effect)	–	1	Treasure Chest (Karez)	P.174
	Awakening Stone	Awakening rate of used equipment +1% (Permanent effect)	–	1	Treasure Chest (Oasis)	P.184
	Magical Aroma	Can shop with a discount equal to the percentage of items you possess	–	1	Enemy (Jiruba) Treasure chest (Cyglogr Manor)	P.403
	Roth Liquid	Used at food procurement facilities as ingredients for Elixir	–	1	Enemy (Voltiep) Enemy (Hack Armor)	P.396
	Prao Liquid	Used at food procurement facilities as ingredients for Elixir	–	1	Enemy (Suchi)	P.394
	Grün Liquid	Used at food procurement facilities as ingredients for Elixir	–	1	Enemy (Heath Inseik) Enemy (Paumi)	P.395
	Gelp Liquid	Used at food procurement facilities as ingredients for Elixir	–	1	Enemy (Vidyusa) Enemy (Far-Ost)	P.399
	Violet Liquid	Used in the ingredient procurement facility as materials for Elixir	–	1	Enemy (Negomo) Enemy (Dikeyver)	P.397
	Maneki-neko	Sub-event "Cat-loving old man", "Total annihilation "Konin"	528	132	Purchase (Minaal)	P.146
	Flare Powder	Adds Fire attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Enemy (Manib Doll)	P.395
	Aqua Powder	Adds Water attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Enemy (Almedip) Enemy (Shaorun)	P.400
	Gale Powder	Adds Wind attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Enemy (Byuai) Enemy (Sale)	P.399
	Earth Powder	Adds Earth attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Sub-event "Auction"	P.361
	Light Powder	Adds Light attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Enemy (Ram Soul)	P.402
	Dark Powder	Adds Dark attribute to weapon/armor. (Permanent effect) Cannot be used if an attribute is already applied	–	1	Enemy (Hauborn) Enemy (Ephon)	P.395

Items/Tools

Ingredients & Tickets

Ingredients are indispensable as a means of recovery in dungeons. If you often use the same recipes check the locations of ingredient tickets so you can restock them at any time.

Bread

Purchase Price 40 Main acquisition methods Purchase (Minaal) Published P.146
Sell Price 10 Areas where ticket-containing treasure chests appear: ■ Around Babylograd, A B Shaorun A, B
Main recipes: Hamburger, Sandwich, Special Pizza, Bread Soup, Pleschi

Rice

Purchase Price 56 Main Acquisition Methods Purchase (Sunny Town) Published P.166
Selling Price 14 Areas where ticket-containing treasure chests appear: ■ Around Minar, Shaorun D
Main recipes: risotto, curry rice, omelet rice, paella, mapo curry, creamy rice porridge, Bismarck

Pasta

Purchase Price 100 Main Acquisition Methods Purchase (Barka) Listed on P.202
Selling Price 25 Areas where ticket-containing treasure chests appear
Main recipes: Carbonara, meat sauce, grappa, lasagna, salad pasta, spa pizza

Beef

Purchase Price 96 Main Acquisition Methods Purchase (Minaal) Published P.146
Selling Price Area where ticket-containing treasure chest appears 24 ■ Around Minar
Main recipes: Hamburger, Hamburg Steak, Meatloaf, Meat Sauce, Borscht, Graspah, etc.

Chicken

Purchase price 88 Main acquisition methods listed Purchase (Babylograd) P.194
Sale price 22 Ticket-containing treasure chest spawn areas ■ Around Sooles, DE Shaorun D, E
Main recipes: Karaage (fried chicken), Omurice, Paella, Chicken Soup, Resort Risotto

Pork

Purchase Price 108 Main Acquisition Methods Purchase (Anikamaru) Published P.180
Selling Price 27 Ticket-containing treasure chest spawn areas ■ Around Anikamaru
Main recipes: Curry Rice, Mapo Curry, Gorgeous Salad, Cutlet Sandwich, Other's Carbonara, etc.

Daikon

Purchase Price 44 Main Acquisition Methods Purchase (Balka) Published P.202
Selling Price 11 Ticket-containing treasure chest spawn areas: AB Shaoroon A, B
Main recipes: Vegetable Salad, Miso Oden, Grated Hamburger (Oroshi Burger), Yamato

Potato

Purchase Price 24 Main Acquisition Methods Purchase (Surz) Listed P.134
Selling price 6 Ticket-containing treasure chest spawn areas: ■ Around Minar, Shaoroon G
Main recipes: Cream Soup, Curry Rice, Hamburg Steak, Borscht, Potato Salad, Mapo Curry, etc.

Cucumber

Purchase Price 28 Main Acquisition Methods Purchase (Belsas) Publication P.282
Selling Price 7 Ticket-containing treasure chest spawn areas: F Shaoroon F
Main recipes: Vegetable Salad, Potato Salad, Gorgeous Salad, Kappa Sandwich

Lettuce

Purchase Price 28 Main Acquisition Methods Purchase (Minaal) Published P.146
Sell price 7 Areas where ticket-containing treasure chests appear: around Babylograd, DE Shaorun D, E.
Main recipes: Hamburger, Sandwich, Vegetable Salad, Potato Salad, Gorgeous Salad, Special Pizza

Tomato

Purchase Price 20 Main acquisition methods Purchase (Nolzen) Listed P.262
Selling Price 5 Areas where ticket-containing treasure chests appear
Main recipes: Meat Sauce, Borscht, Gratin with greens, Gorgeous Salad, Special Pizza, Tomato Burger, etc.

Carrot

Purchase Price 24 Main Acquisition Methods Purchase (Surz) Listed P.134
Sell price 6 Areas where ticket-containing treasure chests appear: around Anikamar, F Shaorun F
Main recipes: Cream Soup, Curry Rice, Vegetable Salad, Hamburg Steak, Meat Sauce, Borscht, Potato Salad, etc.

Onion

Purchase Price 28 Main Acquisition Methods Purchase (Babylograd) Listed P.194
Selling Price 7 Areas where ticket-containing treasure chests appear
Main recipes: Omurice, Hamburg Steak, Meatloaf, Meat Sauce, Seafood Gratin, Borscht, Potato Salad, etc.

Apple

Purchase Price 68 Main acquisition methods Purchase (Nolzen) Listed P.262
Selling Price Area where ticket-containing treasure chest appears 17 Sandings
Main recipes: Fruit Cheese, Apple Punch, Honey Curry, Sweet Borscht, Limbo Curry

Strawberry

Purchase Price 72 Main acquisition methods Purchase (Petonajanka) Published P.154
Selling Price Area where ticket-containing treasure chest appears 18 ■ Around Sunny Town
Main recipes: Fruit Punch, Fruit Cheese, Strong Meat

Banana II

Purchase Price 68 Main acquisition methods Purchase (Petonajanka) Published P.154
Selling Price Area where ticket-containing treasure chests appear: 17Town
Main recipes: fruit punch, fruit cheese

Kiwi

Purchase Price 56 Main Acquisition Methods Purchase (Petonajanka) Published P.154
Selling Price Area where treasure chests containing 14 tickets appear
Main recipes: Fruit Punch, Fruit Cheese

Lemon

Purchase Price 48 Main acquisition methods Purchase (Barka) Published P.202
Selling price 12 Area where treasure chests containing tickets appear ■ Around Pipista
Main recipes: Karaage, Suppa Punch, Refreshing Fruits, Refreshing Borscht, Paella, Prince of Wells

Octopus

Purchase Price 68 Main acquisition methods Purchase (Babylograd Port) Published P.198
Selling Price Area where treasure chests containing 17 tickets appear G Shaorun G
Main recipes: Boat Platter, Miso Oden, 18-piece Karaage, Seafood Curry, Seafood Pizza

Maguro

Purchase price 208 Main acquisition methods Purchase (Babylograd Port) Published P.198
Selling price H Shaorun H
52 Area where treasure chests containing tickets appear
Main recipes: Boat Platter, Head Gratin, Tuna Salad

Tai

Purchase price 180 Main acquisition methods Purchase (Babylograd Port) Listed P.198
Selling price ■ Around Usanin Village
45 Areas where treasure chests containing tickets appear
Main recipes: Funamori (boat platter), Gorgeous Salad, Congratulations Gratin

Shake

Purchase price 136 Main acquisition methods Purchase (Babylograd Port) Listed P.198
Selling price 34 Areas where treasure chests containing tickets appear H Shaorun H
Main recipes: Funamori (boat platter), Miso Oden, Shaki-Salmon Salad, O-Ikura Gratin, Marinated

Shrimp

Purchase Price 164 Main acquisition methods Purchase (Pabillograd Port) Listed P.198
Selling Price 41 Areas where treasure chests containing tickets appear
Main recipes: Seafood Gratin, Paella, Funamori (boat platter), Gorgeous Salad, Special Pizza, Seafood Fry, Shrimp Glasspa

Squid

Purchase Price 108 Main Acquisition Methods Purchase (Babylograd Port) Listed P.198
Selling Price 27 Areas where chests containing tickets appear
Main recipes: karaage (Japanese fried chicken), seafood gratin, paella, funamori (boat platter), special pizza, ikameshi risotto (squ

Egg

Purchase Price 28 Main Acquisition Methods Purchase (Minaal) Published P.146
Selling Price 7 Areas where ticket-containing treasure chests appear: Shaorun C
Main recipes: sandwiches, omurice, carbonara, meatloaf, miso oden, egg burger, etc.

Miso

Purchase Price — Main acquisition methods Enemy (Hack Armor) Listed on p.404
Selling Price Area where treasure chests containing 75 tickets appear: A Shaorun A
Main recipes: miso oden, marble cheese, miso curry, miso salad

tofu

Purchase Price — Main acquisition methods Enemy (Templar) Listed on p.404
Selling Price Area where treasure chests containing 30 tickets appear: G H Shaorun G, H
Main recipes: mapo curry, miso oden, agedashi tofu, diet salad, tofu hamburger

Butter

Purchase Price 64 Main acquisition methods Purchase (Barka) Published P.202
Selling Price Area where treasure chests containing 16 tickets appear: Around Valca, © Shaorun C
Main recipes: carbonara, mild sandwich, rich risotto, mild omurice, rich meatloaf, etc.

Cheese

Purchase Price 60 Main acquisition methods Purchase (Sunny Town) Published P.166
Selling Price 15 Areas where chests containing tickets appear: Around Norzen
Main recipes: risotto, carbonara, seafood gratin, fruit cheese, glaspà, special pizza, etc.

Milk

Purchase Price 64 Main acquisition methods Purchase (Surz) Listed P.134
Selling price 16 Areas where chests containing tickets appear: around Sools, BC Shaorun B, C
16 Areas where chests containing tickets appear: around Sools, BC Shaorun B, C
Main recipes: cream soup, risotto, meatloaf, seafood gratin, glaspà, fruit yogurt, etc.

*The "Shaorun" listed within the areas where chests containing tickets appear denotes areas that can only be accessed from Shaorun; the letters indicate groups of chests. Please check the positions of chests corresponding to each group by cross-referencing the icons attached to the area names with the world map at the fron

Valuables

Most of these are essential for advancing the story; items that cannot be bought or sold in shops are labeled "Valuable." Basically, simply having them Valuable — have an effect, and some can be viewed if used from the menu.

List of valuables

Most items can always be obtained without issue, but the valuables acquired through auctions or salvage are tied to sub-events and titles. Completing the collection is quite difficult.

Image	Item Name	Commentary	Use	How to Obtain	Published
	Azure Moonstone	An accessory that Veigue wears. Given to him by Claire	None in particular	Possessed from the start	–
	Battle Book	A book filled with combat techniques and related data. When used, you can reference enem	y and battle-relat	Acquired when Mao joins	P.134
	Collector's Compendium	ed data. Mao's possession An illustrated catalog that covers item data. When obtained and used, entri	es are fill	Acquired when Hilda joins	P.172
	World Map	ed in automatically, allowing you to view item data. The overall map of the Karegia Kingdom. Wh	en used, places y	Possessed from the start	–
	Synopsis Book	ou have visited are added automatically, and you can reference locations such a	s towns and items for sal	Possessed from the start	–
	Magical Pot	e. A book that allows you to look back over the story up to now. When used, you can	read story episodes in sequence. A curious pot that periodically delivers ingredients. If you giv	Talk to the clerk at the ingredient supply facility	P.126
	Tarot Card	Cards used for fortune-telling. Hilda's possession	Sub-event "Hilda's Fortune Telling" Use after "fortune-telling" becomes available	Acquired when Hilda joins	P.170
	Ginnal's Note	Ginnal's Note of the Jet-Black Wings. Contains notes on the traps of the Valca Detention C	enter to be used in the prisoner camp. Can be read for hints about the trap in the Valca Det	Received from Ginnal in Valca Detention Center	P.214
	Coal	A plant that has been carbonized by ground pressure and geothermal heat. A combustible rock.	Used for the steelworks' trap. Found in the steelworks.		P.158
	Ao Beiden	A scripture compiling legends about the Azure Beast	Used in the Babylograd event	Obtained at the Azure Sanctuary	P.194
	Dark Emerald	Proof of Power Gained from the Holy Beast Iphon	None in particular	Victory over Iphon	P.236
	Ruby of Fire	Proof of Power Gained from the Holy Beast Fenia	None in particular	Clear Fenia's Temple P.248	
	Diamond of Wind	Proof of Power Gained from the Holy Beast Wontiga	None in particular	Clear Wontiga's Temple P.274	
	Aquamarine of Water	Proof of Power Gained from the Holy Beast Shaorun	None in particular	Victory over Shaorun	P.286
	Light Amethyst	Proof of power received from the holy beast Gillion	None in particular	Victory over Hilda (Phantom)	P.298
	Earth Black Diamond	Proof of power received from the holy beast Landgreez	None in particular	Receive from Landgreez	P.304
	Pass	Pass permit issued by the Karegia Kingdom Army	Sealed Pokunan Great Bridge can allow pa	Obtain from a soldier who ssage of Karegia at Bokunan Great Bridge	P.254
	Ancient Map	A map said to have been drawn long ago	A hint for salvage at Hint Phase 47 when searching for the phantom islan	d Received later from Mauro	P.304
	Encrypted note	A note with a decoded cipher written on it. It contains hints for salvage used by pirates and shows the location of the treasure	can be viewed	Sub-event "Salvage" p.304	
	Requiem pill	A medicine made from Verde grass that calms the mind	Used to calm the minds of Eugene and Ninon, Ralilda・Kyved from Igor in the city		P.232
	Library lending card	Library lending card from the Minaal town office	You can borrow books from the library.	Sub-event "Mobile Library"	P.356
	Orb of Power	An orb that emits a mysterious light	Open the door on the lower level of Yuris's Domain	Clear the middle level of Yuris's Domain	P.346
	Orb of Wisdom	An orb that emits a mysterious light	Open the door on the lower level of Yuris's Domain	Clear the upper level of Yuris's Domain	P.346
	Hiuma Flag	A flag adorned with lilies of the valley and roses	A clue to learn Razilda's true crest	Receive it at a household in Razirad	P.234
	Gajuma's Flag	A flag adorned with sunflowers and daffodils	A clue to learn Razilda's true crest	Receive it at a household in Razirad	P.234

Image	Item Name	Explanation	Use	How to Obtain	Published
	Lily Brooch	An iron brooch in the shape of a lily that is t he key to the secret door of the ironworks	Opens the hidden door of the Ironworks	Sub-event " The Ironworks	P.358
	Nakako Ore	Ore needed to repair the lever in Mountaineering Cave	Apparition" Used for the sub-event to res cue th	e child in Mountaineering Cave "Gentle Uncle"	P.359
	Timber	Wood needed to build a raft	Used to repair a raft at t he hut on the Toyohouse River	Found at the hut on the Toyohouse River	P.184
	Seuls Milk-branded milk can — a can for storing Seuls Milk		Can be displayed in the Val ca Museum	Sub-event “Auction” p.361	
	Bush Baby Statue	A statue of a bush baby with an adorable expre ssion Armor worn by the First King of Karegia during martial training Can be dis played in th	Can be displayed in the Valc a Museum	Sub-event “Auction” p.361	
	Armor of the First King of Karegia		e Valca Museum	Sub-event “Auction” p.361	
	Abstract Painting	A painting acclaimed as a masterpiece	Can be displayed in the Valca Museum	Sub-event “Auction” p.361	
	Golden Frying Pan and Silver Ladle	The legendary cookware that brings out all the flavor of ingredients — an ite m that ca	n be displayed in Valca's museum and can be made	Sub-event “Auction” p.361	
	Cello	A string instrument crafted by a master artisan	Can be displayed in the Valca Museum	Sub-event “Auction” p.361	
	Pipista specialty hemp fabric	Soft-feeling hemp cloth woven in Pipista — a fabric that can be displayed in Valca' s mu	seum and can be made	Sub-event “Auction” p.361	
	Gorgeous Dress	The dress said to have been worn by the first Queen Karegia	Can be displayed in the Valca Museum	Sub-event “Auction” p.361	
	Purple Amethyst	The crystal entrusted to Hilda by Naila	The entrance to the Gillionne Temple — after Nyra's death, receiv	ed from the village old wo	P.294
	Prison Camp Key	The key to open the doors of Balca's ability confinement facility	man who opens Mokurado Also obtained from the trap in th	lca confinement facility and from Ginnal used in the Balca facility	P.214
	Mushroom	Large fungus	Used at the hut on the To yohous River and in the Lembaou Sky Garden	Picked up at the hut on the Toyohous River P.164	
	Ribgaro Horn	The horn of the fabled virus Ribgaro, a raw material for the special remedy against Desgaro Fever	Used in an event at Anikamar — defeat Ribgaro		P.184
	Pirate treasure chest	Chest pulled up from the sea	Give to Mauro in Belsus	Phase 47 and Sub-event "S alvage"	P.304
	Naila's Letter	Hilda's mother, a letter from Naila	A message from Naila to Hilda is written on it Use	After Naila's death, received f rom the old woman in Mok	P.294
	Ostrich Egg	An egg laid by an ostrich	d at the Pipista altar	urado Village Investigate the ostrich at Pipista	P.242
	Red-thorn Cactus	A Pipista specialty. It turns bright red whe n it withers or burns	Used at the Pipista Altar	Chat with people at Pipista's grocery shop about local matters	P.242
	Aifreed's Hand Mirror	A hand mirror cherished by the pirate king Aifreed. On the status screen, the c haracter's own appearance appe	ars larger, and the character image seems to change.	Sub-event “Salvage” P.365	

Collection!

Path to Completely Completing the Collector's Encyclopedia

The number of items appearing in this work is 518. Even if you collect them all, there is no special reward, but the collector's encyclopedia displays your current collection rate, so many collectors will want to reach 100%.

Here, information for achieving 100% is summarized.

First, the biggest hurdle is completing the equipment collection. As you can see from the equipment data from P.412 onward, there are many pieces of equipment that can only be obtained through irregular shape changes. Increasing the number of inheritances raises the irregular occurrence rate to a maximum of about 10%, so you have no choice but to keep repeating inheritances to try to obtain them (P.117). Another difficult group to collect are the items listed in auctions. Even if you have Gald, you cannot win an item unless it is listed, so visit the auction hall frequently and wait for items to be put up for sale.

■Total number of items by genre

Items	Weapons	Armor		Gems	Talismans		Valuables
99	120	114		108	32		45

If you can even pro duce irregularities, i t is technically possi ble to complete the encyclopedia in the f irst playthrough. Alt hough the probability makes you dread swim...

料理 Cooking Recipe

A list of all cooking recipes and custom cooking recipes. In addition to recove ry amounts and other data, the total cost per recipe is also noted so you can c ompare costs—useful as a reference when choosing main dishes.

How to read the cooking data

		4	5	6	Secret 7 Factor
1	Creams 2	Milk, Carrot, Potato	HP Recovery 15%, RG +6	112	Double Gald obtained
3	★ Chicken Soup	Additional Chicken	Additional 3% HP Recovery	200	8th level
	★★ Bread Soup	Additional Bread	Full FG Recovery	152	Learned at Phase 1 STEP 3 (P.136)
	★★★ Creamed Rice Porridge	Additional Rice	Increased Secret Factor Rate	168	

1 Image
Image of the dish.

2 Name
Name of the dish. The lower line is the name of the custom dish.

3 Proficienc
Dish level required to enable custom cooking.

4 Recipe
Required ingredients. The lower line show s the topping ingredients needed for the c ustom dish. For example, to make Cream Z osui you need milk, carrot, potato, and additionally rice.

5 Effect
The effect when the dish is executed. The lo wer line lists effects that additionally occur when executing the custom dish.

6 Cost
The total price when all ingredients are purc hased at shops. The lower line shows the tot al price including topping fees. "Miso" and " Tofu" cannot be bought in shops, so their pr ices were calculated using the stock prices a t ingredient procurement facilities. Because these are not restocked unless you hand ov er tickets, you should assume they are actu ally more expensive.

7 Secret Factor
The effect of a "Secret Factor," which occu rs with a certain probability when a dish i s prepared. For the Secret Factor system and appearance rates, refer to "Cooking Operation Techniques" on p.126.

8 Acquisition Methods
Ways to obtain the recipe for a dish. If only a place name is written, there is an article o n the corresponding page explaining how to obtain the recipe.

Technique!

Ranking of dishes with good cost performance

Because these are things you eat regularly, the cost of dishes is a concern. Of course, additional effect ty pes and the ease of obtaining ingredients also matter, so you can't judge a dish solely by cost performance, but "how much it costs to recover 1% HP" is a useful metric.

The right-hand table shows the top 5 compared with "ka". Incid entally, if you include custom dishes, "Tama Potato Salad" rank s 2nd. Salad-type dishes generally offer outstanding cost performance.

			Total recovery amount	Cost per 1%
1			132	2.2
2			192	3.8
3	Vegetable Salad	30%	124	4.1
4	Sandwich	20%	96	4.8
4	Mapo Curry	75%	358	4.8

List of Dishes

Twenty-four cooking recipes are listed in the same order as they appear on the cooking sc reen. Custom dishes that become available as proficiency increases are arranged in the same order as on the s

		Recipe	Effect	Cost	Secret Factor
	Cream Soup	Milk, carrot, potato	HP Recovery 15%, RG +6	112	Double Gald obtained
熟練度 ★	Chicken Soup	Additional Chicken	Additional 3% HP Recovery	200	How to Obtain
★★	Bread Soup	Additional Bread	Full FG Recovery	152	Learned at Phase 1 STEP 3 (P.136)
★★★	Cream Rice Porridge	Additional Rice	Increased Secret Factor Rate	168	

		Recipe	Effect	Cost	Secret Factor
	Hamburger	Bread, beef, lettuce	HP recovery 15%, RG+3 Restore one FG completely	164	Enhance Points +10
Spiciness ★	Cheeseburger	Extra cheese	Additional HP recovery 5%	224	How to Obtain
☒☒	Egg Burger	Add Egg	Prevents Heat Poisoning for One Minute	192	Alvan Mountain Range
★★★	Tomato Burger	Add Tomato	Increased Secret Factor Rate	184	Cabin's Sack (P.140)

		Recipe	Effect	Cost	Secret Factor
	Sandwich	Bread, Lettuce, Egg	HP Recovery 20%, RG-3	96	Heat Poison Effect on All Enemies
熟練度 ★	Mellow Sandwich	Butter added	HP recovery +4%	160	How to Obtain
★★	Kappa sandwich	Cucumber added	One minute paralysis prevention	124	A bag found in Minarl's dining hall (P.146)
★★★	Katsu sandwich	Pork added	Increased Secret Factor Rate	204	

		Recipe	Effect	Cost	Secret Factor
	Fruit Punch	Strawberry, banana, kiwi	HP recovery 20% Prevents Heat Poisoning for One Minute	196	Freeze effect on all enemies
熟練度 ★	Fruit yogurt	Milk added	HP recovery +7% added	260	How to Obtain
★★	Apple punch	Apple added	Set RG to 5	264	Box in a house of the Vetojanka people (P.154)
★★★	Suppa Punch	Lemon added	Increased Secret Factor Rate	244	

		Recipe	Effect	Cost	Secret Factor
	Karaage (Japanese fried chicken)	Lemon, chicken, squid	HP recovery 20%, RG +4	244	All damage halved
熟練度 ★	18 Skewers of Karaage	Octopus added	Additional 6% HP recovery	312	How to Obtain
Seafood Fry		Shrimp added	Evade attacks for 10 seconds after battle starts	408	If the total level of Magical Pots is 6 or higher, Ingredient Procurement Facility (p.
★★★	Agedashi Tofu	Tofu added	Increased Secret Factor rate	362	

		Recipe	Effect	Cost	Secret Factor
	Risotto	Rice, cheese, milk	HP recovery 25%, RG +7	180 Normal attack combo count +1	
Proficiency ★	Resort Risotto	Additional Chicken	Additional HP recovery 10%	268	How to Obtain
Rich Risotto		Butter added	Restore both FG fully	244	Pan from Sunny Town's grocer (P.166)
★★★	Ikameshi Risotto	Squid added	Increased Secret Factor Rate	288	

		Recipe	Effect	Cost	Secret Factor
	Curry Rice	Rice, potatoes, carrots, Pork	HP recovery 30%, RG +10 Fully restores one FG	212	Weakening effect on all enemies
Rab Airo ★ Honey Curry		Apple added	Additional 8% HP recovery	280	How to Obtain
★★	Seafood Curry	Octopus added	Restore both FG fully	280	Pot located in a private house in Anikamaru (P.180)
★★★	Mild Curry	Milk added	Increased Secret Factor Rate	276	

		Recipe	Effect	Cost	Secret Factor
	Omurice	Egg, rice, onion, chick en	HP recovery 30%, RG -4	200	Fear effect on all enemies
熟練度 ★	Mild Omelet Rice	Butter added	HP recovery +6%	264	How to Obtain
★★	Demi Omelet	Add Tomato	One-minute panic prevention	220	Table in a house in B abylograd (p.194)
★★★	Melting Omelet Rice	Extra cheese	Increased Secret Factor Rate	260	

Cooking

		Recipe	Effect	Cost	Secret Factor
	Vegetable Salad	Cucumber, lettuce, daikon, carrot	HP recovery 30%, RG-6	124	RG charge speed doubled
Proficiency ★	Soft-boiled egg salad	Add Egg	HP recovery +11%	152	How to Obtain
★★	Crisp salmon salad	Additional salmon	Prevent weakening for one minute	260	With a total Magical Pot level of 12 or higher: ingredient procurement facility (P.3
★★★	Diet Salad	Tofu added	Increased Secret Factor Rate	242	

		Recipe	Effect	Cost	Secret Factor
	Carbonara	Pasta, cheese, egg, butter	HP recovery 35%, RG +4 Prevent paralysis for one minute	252	Negate status reductions
熟練度 ★	soup spa	Milk added	HP recovery +6%	316	How to Obtain
★★	Tanin Carbonara	Pork added	Prevents slow for one minute	360	Table at Valka's Taver n (P.202)
★★★	I Carbonara	Squid added	Increased Secret Factor Rate	360	

		Recipe	Effect	Cost	Secret Factor
	Hamburger	Beef, potatoes, onions, carrots	HP recovery 35%, RG +3 Prevents slow for one minute	172	Immune to status ailments
Proficiency ★	Grated Burg	Added daikon	HP recovery +4%	216	How to Obtain
★★	Egg Burg	Add Egg	Prevents freezing for one minute	200	Talk to the owner of the Minarl inn after Phase 26 (p.146)
★★★	Tofu Hamburger	Tofu added	Increased Secret Factor Rate	290	

		Recipe	Effect	Cost	Secret Factor
	Meatloaf	Beef, onion, egg, milk	HP recovery 40%	216	Item drop rate ×2
熟練度 ★	Lasagna	Additional pasta	Additional HP recovery 5%	316	How to Obtain
	Rich Meatloaf	Butter added	Raise RG to 70	280	Stay at Razilda's inn (P.228)
★★★	Strong Meat	Strawberry added	Increased Secret Factor Rate	288	

		Recipe	Effect	Cost	Secret Factor
	Meat sauce	Pasta, beef, onion, tomato, carrot	HP recovery 45%, RG+4	268	Paralysis effect on all enemies
熟練度 ★	Favorite meat sauce	Extra cheese	HP recovery +6%	328	How to Obtain
★★	Relaxed meat sauce	Butter added	All three FG fully restored	332	Woman at a private house in Pipista Talk to Sei (p.242)
★★★	Napolitan	Pork added	Increased Secret Factor Rate	376	

		Recipe	Effect	Cost	Secret Factor
	Seafood Gratin	Shrimp, squid, onion, cheese, restores 45% HP, RG+8 Prevents weakness from milk for one minute		424	Applies slow effect to all enemies
Proficiency ★	Congratulations Gratin	Added sea bream	Adds 12% HP recovery	604	How to Obtain
★★	Ikura Gratin	Added salmon	Received damage reduced by 10%	560	If the total level of Magical Pots is 18 or higher, Ingredient Procurement Facility (p.3
★★★	Boss Gratin	Added tuna	Increased Secret Factor Rate	632	

		Recipe	Effect	Cost	Secret Factor
	Fruit Cheese	Cheese, banana, strawberry, kiwi, Apple FG fully restored (three)	HP recovery 50%, RG-10	324	Enhance Points +30
Proficiency ★	Fruit Chi Cheese	Milk added	Additional HP recovery 10%	388	How to Obtain
★★	Refreshing Fruits	Lemon added	FG +200 30 seconds after battle starts	372	Kyoguen's Tool Shop Basket (P.256)
★★★	Marble Cheese	Min added	Increased Secret Factor Rate	621	

		Recipe	Effect	Cost	Secret Factor
	Borscht	Beef, potatoes, onions, carrots, tomatoes	Recovers 50% HP, RG+9 Prevents freezing for one minute	192	Chanting time 1/2
熟練度 ★	Refreshing Borscht	Lemon added	Additional HP recovery 5%	240	How to Obtain
★★	Sweet Borscht	Apple added	HP +30% 30 seconds after battle starts	260	Pot from a house of Norzen people (P.262)
★★★	Pleshichi	Additional Bread	Increased Secret Factor Rate	232	

		Recipe	Effect	Cost	Secret Factor
	Potato Salad	Potatoes, cucumbers, carrots, lettuce, onions	HP recovery 60%, RG -5	132	Regardless of RG Special move activation
熟練度 ★	Sarasupa	Additional pasta	Additional HP recovery 13%	232	How to Obtain
★★	Tama potato salad	Add Egg	Fully recover FG	160	Shop at Belsas's grocery store (see P.282)
★★★	Colorful Salad	Add Tomato	Increased Secret Factor Rate	152	

		Recipe	Effect	Cost	Secret Factor
	Paella	Rice, onions, squid, shrimp, chicken	HP recovery 65%, RG +8 Prevent panic for one minute	444	Earned experience x2
熟練度 ★	Paella	Lemon added	Additional HP recovery 9%	492	How to Obtain
★★	Paella	Butter added	Evade attacks for 10 seconds after battle starts	508	Bag from a house in Mokurado Village (P.294)
★★★	Paella	Add Tomato	Increased Secret Factor Rate	464	

		Recipe	Effect	Cost	Secret Factor
	Boat Platter	Tuna, sea bream, squid, salmon, ta ko, shrimp	HP recovery 70% FG +200 30 seconds after battle starts	864	Item acquisition rate 5×
熟練度 ★	Yamato	Added daikon	HP recovery +4%	908	How to Obtain
★★	Prince of Wales	Lemon added	Set RG to 5	912	Talk to the cook at Valca Port after Phase 47 (p.200)
★★★	Bismarck	Additional Rice	Increased Secret Factor Rate	920	

		Recipe	Effect	Cost	Secret Factor
	Grasper	Pasta, beef, cheese, tomato, Carrot, milk	HP recovery 70%, RG+5 Received damage reduced by 10%	364	All enemies faint
熟練度 ★	Rich Grasp	Pork added	Additional 8% HP recovery	472	How to Obtain
★★	Shrimp Grasp	Shrimp added	Full FG recovery	528	Talk to Franz in the Mountaineering Cave after Phase 47 (P.188)
★★★	Squid Ink Grasp	Squid added	Increased Secret Factor Rate	472	

		Recipe	Effect	Cost	Secret Factor
	Mapo Curry	Tofu, rice, onion, ni-engine, pota to, pork	HP recovery 75% Damage dealt +10%	358	5× Gald obtained
熟練度 ★	Rimbo Curry	Apple added	Additional 11% HP Recovery	426	How to Obtain
★★	Gyubo Curry	Extra Beef	Set RG to 70	454	Total Magical Pot Level 24 to unlock the Ingredient Procurement Facili
★★★	Miso Curry	Extra Miso	Increased Secret Factor Rate	655	

		Recipe	Effect	Cost	Secret Factor
	Miso oden	Miso, Tofu, Egg, Daikon, Salmon, Octopus	HP recovery 75%, RG+10 HP +30% 30 seconds after battle starts	691	Experience gained x4
熟練度 ★	Jaga Oden	Potato added	Additional HP recovery 10%	715	How to Obtain
★★	Motsu Oden	Pork added	Damage dealt +10%	799	From Phase 47 onward , purchasable in Kyoguen's house for 50,000
★★★	Suction-cup Oden	Octopus added	Increased Secret Factor Rate	759	

		Recipe	Effect	Cost	Secret Factor
	Gorgeous Salad	Cucumber, lettuce, tomato, sea bream, shrimp, pork	HP recovery 75% Set RG to 5	528	Ignore enemy defense
熟練度 ★	Marinade	Additional salmon	Additional HP recovery 5%	664	How to Obtain
★★	Tuna salad	Extra tuna	Received damage down 10%	736	Mini-game "Tavern" rewards (p.368)
★★★	Miso salad	Min added	Secret factor rate up	825	

		Recipe	Effect	Cost	Secret Factor
	Special Pizza	Bread, cheese, tomato, lettuce, shrimp, squid	HP recovery 85% Raise RG to 70	420	All damage reduced by 90%
熟練度 ★	Seafood Pizza	Octopus added	Additional HP recovery 15%	488	How to Obtain
★★	Meat Pizza	Extra Beef	HP +30% 30 seconds after battle starts	516	After Phase 47, talk to the old man in Karez (P.174)
★★★	Spa Pizza	Additional pasta	Increased Secret Factor Rate	520	

称号 No.

Title Data

Titles are displayed as a character's "nickname," and it's pleasing that parameters increase as you acquire them. They are listed in the same order as in the game to serve as a reference for your collection.

How to Read Title Data

称号 1 称	パラ 2 ータ	Boss	Obtained 4 Items	5
Swordsman	None	0	Owned from the start	–

1 Title Name
The title name. Titles with red names indicate that the title is unique to that character. However, when a title is obtained by everyone through the same event or minigame, the name may be unique but is not displayed in red.

2 Parameters
Parameters that change after obtaining the title.

3 Bonus
Indicates the magnitude of parameter increases.

4 Acquisition Conditions
Conditions required to obtain the title.

5 Reference
The page where the information required to obtain the title is published.

Veigue Titles

A Veigue-unique title you definitely want is "S. Rafting Man." It is a minigame reward, so acquisition depends on the player's skill. Use this guide's walkthrough as a reference to clear it.

Title Name	Parameters	Bonus	Acquisition Conditions	Published
Swordsman	None	0	Owned from the start	–
Youth Who Lost His Smile	None	0	Owned from the start	–
Cupid of Love	FG Recovery Power	3	Clear the sub-event "Monica and Steve"	P.355
Great Detective	Magic Attack	6	Clear the sub-event "The Mystery of the Ironworks"	P.358
S. Raftingman	Max HP	70	Score 100,000 points or more on every route in the mini-game "Rafting"	P.369
Raftingman	Max HP	20	Play the mini-game "Rafting" in Phase 09	P.164
Treasure Hunter	Slash Attack Power	3	Experienced Salvage on Phase 47	P.305
Book Sommelier	Slash Defense Power	3	Clear the sub-event "Mobile Library"	P.356
Nice Waiter	HP Recovery Power	2	Clear the mini-game "Tavern"	P.368
Free Youth (changeable)	FG Recovery Power	2	Talk to the bespectacled woman at the Minar town hall and answer, "I think so."	P.146
Dream - Clear	Strike Defense	9	Clear Mission 5 of the second dream in the mini-game "Dream Foles"	P.370
Mr. Perfect	Max HP	100	Clear all 30 free stages of the mini-game "Dream Foles"	P.370
Traveler	Strike Defense	2	Talk to the cat-loving old man in Sunny Town	P.359
Pensive Young Man	Magic Defense	3	Exhibit the "Sools Milk Brand Milk Can" at Valca's museum and examine it as Veigue.	p.361
Bunny Hunter	Strike Attack	6	Clear the sub-event "Hidden Bunny"	P.366
World Astonishing Discovery	FG Recovery Power	11	Find all 64 Discoveries	P.359
Seven-Star Formation Discovered	HP Recovery Power	5	Discover 7 Sacred Beast Monuments through Discoveries	P.359
Adventurer	Slash Attack Power	5	Discover 30 or more Discoveries	P.359
Great Adventurer	Magic Attack	7	Discover 40 or more Discoveries	P.359
Astonishing Adventurer	Slash Defense Power	9	Discover 50 or more Discoveries	P.359
Battle Master	Slash Attack Power	15	Complete the Battle Book	P.355
G・Treasure Hunter	Magic Defense	6	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Auction Master	Magic Attack	4	I collected every item in the sub-event "Auction"	P.361

Mao Title

Mao's titles: two are obtained when he joins the party, and two more are obtained upon clearing the Fenia Temple. Because there are many guaranteed titles, it is relatively easy for his stats to increas

Title Name	No paramete	Bonus	Acquisition Conditions	Published
User	rs	0	Owned from the start	–
Amnesiac boy	Slash Defense Power	2	Obtained after Claire is kidnapped in Phase 01. Lost after clearing the Fenia Temple.	p.134
Deserter	Strike Defense	2	Obtained after Claire is kidnapped in Phase 01	P.134
Gourmand	Magic Attack	7	Clear the sub-event "Glutton"	P.367
Loves Singing	Magic Attack	4	View "Loves Singing" in Screen Chat	P.445
The Created One	HP Recovery Power	2	After clearing Fenia's Temple	P.252
Treasure Hunter	Strike Attack	3	Experienced Salvage on Phase 47	P.305
Book Sommelier	Max HP	40	Clear the sub-event "Traveling Library"	P.356
Nice Waiter	Magic Defense	2	Clear the minigame "Tavern"	P.368
Free Boy (changeable)	HP Recovery Power	2	Talk to the bespectacled woman at the Minar town hall and answer, "I think so."	P.146
Dream Clear	Slash Attack Power	13	Clear Mission 5 of the second dream in the mini-game "Dream Foles"	P.370
Mister Perfect	Slash Defense Power	15	Clear all 30 free stages of the mini-game "Dream Foles"	P.370
Traveler	FG Recovery Power	2	Talk to the cat-loving old man in Sunny Town	P.359
Loves cute things	Strike Defense	4	Display the "Bushbaby Statue" at Valca's museum and examine it with Mao	P.361
Bunny Hunter	Slash Attack Power	7	Clear the sub-event "Hidden Usanin"	P.366
World Gaze Mysterious Discovery	Magic Defense	15	Find all 64 Discoveries	P.359
Seven-Star Formation Discovery	Maximum HP	80	Discover seven Sacred Beast monuments through Discoveries	P.359
Adventurer	HP Recovery Power	4	Discover 30 or more Discoveries	P.359
Great Adventurer	FG Recovery Power	4	Discover 40 or more Discoveries	P.359
Astonishing Adventurer	Strike Attack	6	Discover 50 or more Discoveries	P.359
Battle Master	FG Recovery Power	11	Complete the Battle Book	P.355
G·Treasure Hunter	Magic Defense	6	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Child of Flame	Slash Defense Power	4	After clearing Fenia's Temple	P.252
Auction Expert	Strike Defense	4	I collected every item in the sub-event "Auction"	P.361

Eugene Title

Most titles cannot be obtained by simply progressing through the main story. If you w ant to complete Eugene's titles, you must thoroughly play sub-events and mini-games.

Title Name	No paramet	Bonus	Acquisition Conditions	Published
Spear Warrior	ers	0	Owned from the start	–
Former Captain	Slash Defense Power	2	Obtained after Claire is kidnapped in Phase 01	P.134
Black Panther of Kalegia	None	0	Owned from the start	–
Good Leader	Magic Defense	3	Acquired during the side event "The Girl with the Feather Foles"	P.364
Kind old man	Magic Attack	4	Clear the side event "Kind Old Man"	P.359
Dandy	HP Recovery Power	3	View Screen Chat "Eugene's Grooming · 1"	P.445
Treasure Hunter	Strike Attack	3	Experienced Salvage on Phase 47	P.305
Book Sommelier	Max HP	50	Clear the sub-event "Mobile Library"	P.356
Nice Waiter	Slash Attack Power	3	Clear the mini-game "Tavern"	P.368
Free Middle-aged (modifiable)	FG Recovery	2	Talk to the bespectacled woman at the Minar town hall and answer, "I think so."	P.146
Dream Clear	Max HP	100	Clear Mission 5 of the second dream in the mini-game "Dream Foles"	P.370
Mister Perfect	FG Recovery	7	Clear all 30 free stages of the mini-game "Dream Foles"	P.370
Traveler	Strike Defense	2	Listen to the old man in Sunny Town	P.359
Loyal Retainer	Spell Attack	5	Exhibit the "Armor of the First Karegia King" at Valka's museum and examine it with Eugene	P.361
Bunny Hunter	Strike Attack	7	Clear the sub-event "Hidden Usanin"	P.366
World Gaze Mysterious Discovery	HP Recovery Power	11	Find all 64 Discoveries	P.359
Seven-Star Formation Discovery	Slash Attack Power	15	Find 7 Holy Beast monuments via Discoveries	P.359
Adventurer	Magic Defense	4	Find more than 30 items via Discoveries	P.359
Great Adventurer	Slash Defense Power	5	Discover 40 or more Discoveries	P.359
Astonishing Adventurer	FG Recovery	4	Discover 50 or more Discoveries	P.359
Battle Master	Max HP	160	Complete the Battle Book	P.355
G · Treasure Hunter	Strike Defense	7	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Auction Expert	Magic Defense	4	I collected every item in the sub-event "Auction"	P.361

Annie Title

Among the unique titles, the only one that requires special attention is "Great Detective."
The other titles share conditions with other members, so if you want to show individuality, complete the sub-ever

Title Name	Parameters	Bonus	Acquisition Conditions	Published
Rune Master	None	0	Owned from the start	–
A Vengeful Girl	None	0	Owned from the start. Automatically lost after clearing the Wantiga Temple.	–
Aspiring Female Doctor	FG Recovery Power	2	Obtained at the entrance of the Lost Forest in Phase 06.	P.150
Great Detective	Magic Attack	3	Clear the sub-event "The Mystery of the Ironworks"	P.358
Timid	Magic Defense	2	Acquired upon first clearing the Lost Forest.	P.150
Dislikes Gajuma	None	0	Owned from the start. Automatically lost after clearing the Wantiga Temple.	–
Treasure Hunter	Slash Defense Power	3	Experienced salvage in Phase 47.	P.305
Book Sommelier	Slash Attack Power	3	Clear the sub-event "Mobile Library"	P.356
Nice Waitress	Strike Defense	2	Clear the minigame "Tavern"	P.368
Free Girl (changeable)	Maximum HP	10	Talk to the bespectacled woman at Minaal's town hall and answer "I think so"	P.146
Dream Clear	FG Recovery	5	Clear Mission 5 of the second dream in the mini-game "Dream Foles"	P.370
Miss Perfect	Blunt Defense	15	Clear all 30 free stages of the mini-game "Dream Foles"	P.370
Traveler	Blunt Attack	2	Talk to the cat-loving old man in Sunny Town	P.359
Critic	Slash Defense Power	4	Exhibit the "Abstract Painting" at Valca's museum and examine it with Annie	P.361
Bunny Hunter	Slash Attack Power	7	Clear the subevent "Hidden Rabbit"	P.366
World Gaze Mysterious Discovery	Maximum HP	100	Find all 64 Discoveries	P.359
Seven-Star Formation Discovery	FG Recovery Power	5	Find seven Sacred Beast monuments among the Discoveries	P.359
Adventurer	Magic Attack	4	Discover 30 or more Discoveries	P.359
Great Adventurer	HP Recovery Power	4	Discover 40 or more Discoveries	P.359
Astonishing Adventurer	Strike Attack	6	Discover 50 or more Discoveries	P.359
Battle Master	Magic Defense	15	Complete the Battle Book	P.355
G・Treasure Hunter	HP Recovery	5	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Auction Master	Slash Attack	4	I collected every item in the sub-event "Auction"	P.361

Titrey Title

Many titles relate to cooking. Among them, "Master of Cooking" is important as it raises magic defense.
It can be obtained through a subevent, so be sure to do it.

Title Name	Parameters	Bonus	Acquisition Conditions	Published
Fighter	None	0	Owned from the start	–
Steelworks Employee	None	0	Owned from the start	–
Devoted to His Sister	None	0	Owned from the start	–
Loves Cooking	None	0	Owned from the start	–
xx Cook	Magic Attack	2	After serving everyone poisonous mushroom dishes at the Toyohosu River	P.164
Ecologist	None	0	Owned from the start	–
Treasure Hunter	Strike Defense	4	Experienced Salvage on Phase 47	P.305
Book Sommelier	Strike Attack	4	Clear the sub-event "Traveling Library"	P.356
Nice Waiter	Slash Defense Power	2	Clear the mini-game "Tavern"	P.368
Free Guy (can be changed)	Max HP	10	Talk to the bespectacled woman at the Minar town hall and answer, "I think so."	P.146
Dream Clear	Magic Defense	7	Clear Mission 5 of the second dream in the mini-game "Dream Foles"	P.370
Mr. Perfect	Max HP	100	Clear all 30 free-stage levels of the mini-game "Dream Foles"	P.370
Traveler	Slashing Attack Power	3	Talk to the cat-loving old man in Sunny Town	P.359
True Chef	HP Recovery Power	3	Exhibit the "Golden Frying Pan and Silver Ladle" at Balca's Museum and examine them with Titaulay.	P.361
Bunny Hunter	Slash Attack Power	7	Clear the sub-event "Hidden Usanin"	P.366
World Gaze Mysterious Discovery	Slash Defense Power	15	Find all 64 Discoveries	P.359
Seven-Star Formation Discovery	Strike Attack	7	Discover 7 Sacred Beast Monuments via Discoveries	P.359
Adventurer	Magic Attack	4	Find 30 or more Discoveries	P.359
Great Adventurer	FG Recovery Power	4	Discover 40 or more Discoveries	P.359
Astonished Adventurer	Strike Defense	7	Discover 50 or more Discoveries	P.359
Battle Master	HP Recovery Power	12	Complete the Battle Book	P.355
G・Treasure Hunter	FG Recovery Power	5	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Master of Cooking	Magic Defense	3	Acquired during the side event "The Girl with the Feather Foles"	P.364
Mystery Detective	Magic Defense	4	Clear the sub-event "The Mystery of the Ironworks"	P.358
Auction Expert	Slash Defense Power	4	I collected every item in the sub-event "Auction"	P.361

Hilda Title

Be careful not to miss the "Sake Lover" title obtainable through Screen Chat if you rush th rough things. It is one of Hilda's rare unique titles, so be sure to acquire it.

Title Name	Parameters	Bonus	Acquisition Conditions	Published
Magic User	None	0	Owned from the start	–
Fortune Teller	None	0	Owned from the start	–
Half	None	0	Owned from the start	–
Former King's Shield	None	0	Owned from the start	–
A Woman Who Knows Solitude	Strike Defense	3	Acquired during the side event "The Girl with the Feather Foles"	P.364
Sake Lover	Strike Attack	3	View Screen Chat "Delicious Sake · 1"	P.445
Treasure Hunter	Slash Attack Power	3	Experienced Salvage on Phase 47	P.305
Book Sommelier	FG Recovery	4	Clear the sub-event "Mobile Library"	P.356
Nice Waitress	Max HP	20	Clear the mini-game "Tavern"	P.368
Free Sister (changeable)	HP Recovery	2	Talk to the bespectacled woman at the Minar town hall and answer, "I think so."	P.146
Dream Clear	Strike Defense	6	Clear Mission 5 of the mini-game "Dream Foles" (the second dream)	P.370
Miss Perfect	Slash Attack Power	13	Clear all 30 free stages of the mini-game "Dream Foles"	P.370
Traveler	Magic Defense	2	Listen to the cat-loving old man in Sunny Town	P.359
Cellist	Slash Defense Power	4	Display the "cello" at Valca's museum and inspect it with Hilda	P.361
Bunny Hunter	Strike Attack	7	Clear the sub-event "Hidden Usanin"	P.366
World Gaze Mysterious Discovery	Magic Defense	15	Find all 64 Discoveries	P.359
Seven-Star Formation Discovery	FG Recovery Power	6	Find seven Sacred Beast monuments among the Discoveries	P.359
Adventurer	Magic Attack	5	Discover 30 or more Discoveries	P.359
Great Adventurer	Slash Defense Power	6	Discover 40 or more Discoveries	P.359
Astonishing Adventurer	Max HP	60	Discover 50 or more Discoveries	P.359
Battle Master	Magic Attack	15	Complete the Battle Book	P.355
G・Treasure Hunter	HP Recovery	5	Obtain "Aifreed's Hand Mirror" through salvage	See p.365
Auction Master	Strike Defense	4	I collected every item in the sub-event "Auction"	P.361

Clare title

Clare, who does not participate in battle and has no ability parameters, is unaffected i n her parameters even if she acquires a title. The only title that has acquisition conditions is "Gorgeous Lad

Title Name	Acquisition Conditions	Published
Village girl	Has from the beginning	-
Abducted daughter	Has from the beginning	-
Veigue's family	Has from the beginning	-
The woman who switched places	Automatically added after the speech in Belsus during Phase 43	P.285
Orator	Automatically added after the speech in Belsus during Phase 43	P.285
Honest/simple-hearted girl	Display the "Pipista's specialty hemp fabric" at Valca's museum and examine it	P.361

Agate title

Like Claire, Agate has no effect on parameters. Due to the nature of the story, there are many titles that Claire and Agate share.

Title Name	Acquisition Conditions	Published
Queen	Has from the beginning	-
Magic User	Has from the beginning	-
Mysterious woman	Has from the beginning	-
Swapped woman	After the speech in Belsas during Phase 43, it is automatically added	P.285
Proud traveler	After the event in Phase 48 where you deliver medicine	P.309
The Awakened Queen	After completing all events of Betojanka in Phase 49	P.312
Gorgeous Lady	Display the "Gorgeous Dress" at Valca's museum and examine it	P.361

スクリーンチャット

Screen Chat Data

More than 1,000 screen chats occur. Most can be seen throug h normal play, but some require special conditions to view. Th e conditions for those chats are disclosed here.

How to view chat data

エ Load	Tar	発 3 間	フ 4 ス	Occurrences 5/Notes
Unmelting ice	Mao's Battle Book · 1	From the time Claire emerges from t he ice until going to Claire's house	01	There is a sequel

1 Episode
The name of the screen chat episode. Wh en viewing screen chat in the mini-game " Play with Usanin" (p.373), you must first s elect this episode name and then choose t he title you want to view.

2 Title
The title of the screen chat.

3 Occurrence Period
The occurrence period of the screen chat. E ven within this period, it may not occur in ce rtain situations, such as during another eve nt or when party members are missing.

4 Phase
The earliest timing within the occurrence p eriod, expressed by the phase number use d in this guide's scenario walkthrough.

5 Occurrence Conditions / Notes
Explains special conditions outside the occur rence period, etc. Red text indicates that a titl e can be obtained. Titles already acquired cannot be obtained again.

Special Condition Chats

Summarizes chats that grant titles, chats whose conditions can be easily missed duri ng normal play, and chats limited by party composition. Check missed chats in sub-events.

Episode	Title	Occurrence period	Phase	Trigger conditions / Remarks
Unmelting ice	Mao's Battle Book · 1	From the time Claire emerges from t he ice until going to Claire's house	01	There is a sequel
Forest of Lost	Feeling gloomy.....?	From entering the Forest of Hesitatio n until going to Petonajanka	06	When Mao is present
	Mao's scary story -1	From entering the Forest of Hesitation u ntil going to Petonajanka	06	Viewed "Feeling gloomy...?"
	That's unexpected.	After entering the Lost Forest until going to Petnaja Anka	06	Saw "Mao's Scary Story · 1"
	Singing Mao · 1	From entering the Forest of Hesitation u ntil going to Petonajanka	06	Mao in the Lost Forest acquired the title "Likes Singing"
Jungle of Rage	Is it bad?	After joining Titrei, until going to the hut on the Toyohous River	09	There is a sequel
	What do the kidnapped girls have in common?	After joining Titrei, until going to the hut on the Toyohous River	09	Saw "Is it bad?"
	Mao's Battle Book · 2	After joining Titrei, until going to th e hut on the Toyohous River	09	Viewed "What do the kidnapped girls have in common?"
[redacted]	Saw a dream	From entering Petonajan forces until m eeting Hilda	07	After staying at the inn
Queen Agathe	Hilda's Fortune-Telling Guidance 1	While staying in Karez	13	When Annie is not ill
	Hilda's Fortune-Telling Guidance 2	From Annie's return until clearing th e Climbing Cave From Hilda's joining until from Kareez to the Climbing C ave From Hilda's joining until enterin g the Valka Underground Passage	16	After viewing "Hilda's Fortune-Telling Guide 1", when An nie is not ill
	Singing Mao 2		13	Mao on the field map acquires the title "Song Lover"
	Annie's Diary - 1			After staying at an inn for 12 nights

Episode	Title	Occurrence period	Phase	Trigger conditions/Notes
Go to the Kurodadaku Desert	Mao's Scary Story · 2	While staying in Karez	13	After viewing "Mao's Scary Story 1"
	Titorey's Dream	From entering the Mountaineering Cave until entering Babylograd Port	16	After staying at the inn
	Eugene's Grooming · 1	From entering Karez until entering Babylograd	13	Annie is not sick / Eugene earns the title "Dandy"
Anikamar the Adventurer	Annie's Diary · 2	From entering the Mountain Cave until entering the Vulcan Underground Passage	16	After staying at the inn, Annie, Titrate, and Hilda are present
Battle of the Mountain Cave	Mao's Scary Story · 3	From entering the Mountain Cave until entering Babylograd	16	Saw "Mao's Scary Story · 2"
	Singing Mao · 3	From entering the Mountain Cave until entering the Sanctuary of Landgreize	16	Mao, who is outdoors in Babylograd, earns the title "Song Lover"
Forbidden City	Delicious Sake · 1	From the defeat of Militza & Walto until entering the Landgreis Sanctuary From entering Babylograd until entering the capital Valka	19	When Hilda is present, when she comes out of the "Lift Keeper's House" in Babylograd / Hilda earns th
	Eugene's Grooming · 2		17	e title "Drinker" There is a sequel / Eugene earns the title "Dandy"
Capital Valca	It's so quiet, isn't it?	Period when the party is split in the capital Valka	20	When Tytree is absent
	Mao's worry	Period when the party is split in the capital Valka	20	Titre and Hilda are present, Eugene and Annie are absent
	Just between us	Period when the party is split in the capital Valka	20	Titre is present, Hilda is absent
	Annie's Fortune-telling Lesson	After talking with the fortune-teller at Valcal Port	19	Saw "Hilda's Fortune-telling Guide 2"
	Eugene's Dream	from entering Valca Port until entering the Valca Underground passage	19	After staying at the inn
Trembling Fang	Hilda smells nice..... 1	From leaving the Mesecina Cave until the Ifon battle	30	On the field map
Holy Battle	Something strange?	From leaving the Mesecina Cave until the Ifon battle	30	After staying at the inn
Under Rajilda's banner	Titorei's Tale of Old · 1	After hearing about the power of darkness in Rajilda, until the mystery of the two crests is solved	30	Titlay is in the party
	Titlay's Old Tale · 2	After solving the mystery of Rajilda's crest Until the Ifon battle	30	After viewing "Titlay's Old Tale · 1", located somewhere other than the Ifon Ruins, with Titlay and Hilda present
	Annie's Diary · 3	From entering Rajilda until entering the Landgrirez Temple	30	After staying at the inn, with Annie and Titlay present
	Could it be a dream.....!?	From entering Rajilda until meeting Fenia	30	After staying at the inn
	Eugene's Grooming · 3	After clearing the Iphon Temple until meeting Fenia	31	Eugene and Hilda present / Eugene acquires the title "Dandy"
Titrely of the Mirror World	Like-Minded Pair · 1	After reuniting with Hilda, until the battle with Eugene After clearing the Iphon Temple, until entering Pipista	28	There is a sequel
	Like-Minded Pair · 2		31	Viewed "Titrely's Old Tale · 1"
	Mysterious Sleep-Talk	After clearing the Ephon Temple, until meeting Fenia	31	After seeing "Is this a dream.....!?" and then staying at the inn
The Light of Pipista	Hilda smells so nice... 2	From entering Pipista until entering the sacred brazier	32	Saw "Hilda smells so nice 1"·····
Mao's Memory	Mother...	After clearing Phenia's Temple, until entering Landgreeze's Temple	35	After staying at the inn
Beyond the Wall	Singing Mao · 4	From hearing information about Norzen until the end From entering Kyoguen until entering Norzen	37	Mao at the entrance of Kyoguen obtains the title "Loves Singing"
	Annie's Dream		36	After staying at the inn
	Titorey's taste preferences	While staying in Kyoguen	38	After watching "Annie's Dream", Hilda who is in
Tower of Neleg	Delicious Sake · 2	From entering Norzen up to the third mid-boss battle in Nereg's Tower	40	Norzen (in Kyoguen) obtains the title "Loves Alcohol"
	Singing Mao · 5	From being able to board the Free Ship in Norzen until the end	41	Mao outdoors in Norzen obtains the title "Loves Singing"
	Hilda's Dream	From entering Norzen until entering Mokrad Village	38	After staying at the inn
The Truth of Annie	Mao's Scary Story · 4	After clearing the Wagtiga Temple until the end of Belsus After receiving an encrypted note from Mauro, until the end	42	Viewed "Mao's Scary Story · 3"
	Singing Mao · 6		47	On the Free Ship / Mao acquires the title "Song Lover"
In Search of an Illusion	Eugene's Grooming · 4	After clearing the Gilione Temple until the first salvage	47	The final episode of the "Eugene's Grooming" series
	Mao's Battle Book · 3	After clearing the Gilione Temple until the first salvage page	47	"Mao's Battle Book" series final episode
Bond with Eugene	Delicious Sake · 3	After clearing the Gilione Temple until entering Sunny Town	47	After seeing "Delicious Sake · 2", in Norzen
Veigue's Tears	Love-struck Titrei	From after Agate's side ends until resolving the conflicts of Pipi Sta Anica Mar, Babilograd, and Minaal	48	Viewed "What do the kidnapped girls have in common?"
To Sools	Delicious Drink	From the fall of Rajilda until the end	53	After seeing "Delicious Sake · 1", in Sools
	Singing Mao · 7	From entering Sools until the end	53	Saw six installments of the "Singing Mao" series

COLUMN 3

Post-clear Extras

Even after defeating the final boss and restoring peace to the Karegia Kingdom, the adventure is not over. If you load the clear data, you can enjoy the game even more deeply!

Many things you can't do in the first playthrough

When you load clear data that allows saving after the ending, you can enjoy a second playthrough with the elements listed in the table below added compared to the first playthrough. In particular, at the "Grade Shop" accessible when loading clear data, you can use the GRADEs you accumulated before clearing as currency to customize systems. Any leftover GRADEs are carried over to the next playthrough, so there is no need to spend all of them recklessly.

Things that become available from the second playthrough onward	
Ability for Mao and Hilda's combined Mystic Arte to be performed	P.115
Selectable battle rank: MANIA	P.128
You can select Battle Rank UNKNOWN (available from the 3rd playthrough)	P.128
You can enter Sigrog's Mansion from floor 40 onward	P.374
Grade Shop becomes available	See below

Grade Shop List

Item	Cost	Effect
Title carryover	100	Carrying over non-NPC titles raises initial parameter values
Battle Book carryover	10	Carrying over information other than acquired grades gives you a high completion count from the start
Arts/Techniques carryover	900	Carrying over arts/secret techniques lets you perform powerful attacks from the beginning
Smash Points carryover	500	By carrying over Smash Points, you can learn secret techniques more easily
Fole Cubes carryover	800	Carrying over the growth levels of special effects lets you proceed through battles more easily
Cooking recipes carryover	100	Inherit the basic recipes. It is recommended to pair this with "Transfer Cooking Proficiency."
Carry Over Cooking Proficiency	300	Only the proficiency level for each recipe is carried over, allowing toppings to be added from the start.
Carry Over Orbs	300	Carry over amulets named "~ Orb."
FG Recovery Speed x2	100	Both enemies' and allies' FG recovery speed is doubled, turning battles into skill/technique duels.
Double Gald obtained	600	Gald earned in battle is doubled, so you won't run short of money.
All Damage x2	100	Both enemies' and allies' damage is doubled, allowing for faster, more speedy battles.
Earned Enhance Points x2	950	EP gained from battles is doubled, enabling you to perform more enhances.
Disable Random Encounters	3000	Random encounters while moving are eliminated. Event battles will still occur.
Carry Over Summary Book	100	Carry over the "Synopsis Book." The final chapter of the synopsis can only be viewed this way.
Carry Over Collector's Encyclopedia	10	Carry over the contents of the "Collector's Compendium."
Carry over the world map.	100	Carry over the world map and discovery information.
Experience ×2	2000	Experience gained from battles is doubled. Can be used together with "Experience ×5."
Experience ×5	4000	Experience gained from battles is multiplied by five. Can be used together with "Experience ×2" for a total ×10 exp
Grade acquisition ×2	1500	GRADE obtained is doubled. You can earn GRADE for the next playthrough.
Carry over consumable items	700	Carry over all kinds of consumables such as gummies and enhancement items, and general tools
Carry over accessories	2000	Carry over charms and gems except for "~Orb"
Start with six from the beginning	5000	The story will become odd, but you can start with a six-person party from the beginning

Chapter 6

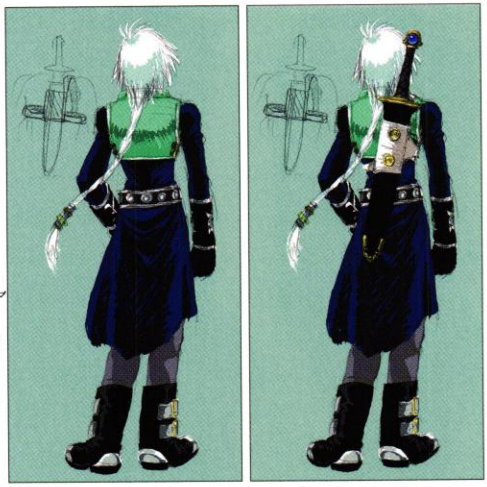
Material

Design Materials

Included are numerous original design sketches that, born during the process before the beautiful gra phics were completed, would normally never see the light of day. Also, the developer interviews that t ouch on the game's "true theme" are packed with insights to deepen your enjoyment of the story. Here , we present the "behind-the-scenes" material that you can't fully grasp by playing the game alone.

設定画コレクション
Original Picture Collection

Exclusive release of the original concept art by character designer Mutsumi Inomata. Compare these sketches with the finalized versions published on the character introduction pages at the front of the book and enjoy the differences and their evolution.



Veigue
Veigue

Veigue, whose design is nearly final even from the rough-draft stage. It seems the image was solidified early on. However, looking at his expression reveals intense emotional movements not shown in the work.

Mao

Mao

When it comes to Mao, the image is of "red." Durin
g the drafting stage, it seems there was a proposal
to coordinate not only his hair and eyes but also h
is costume in red tones. If the design at the lower l
eft had been adopted, his image might have been quite different.

Eugene

Eugene

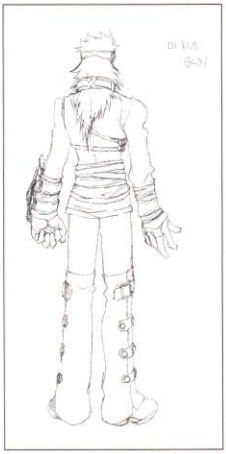
Eugene is composed with an animalistic image—the softly rounded, supple lines and the rough sketch's "hunched" strokes. In the final version, he is depicted with a more dynamic design.

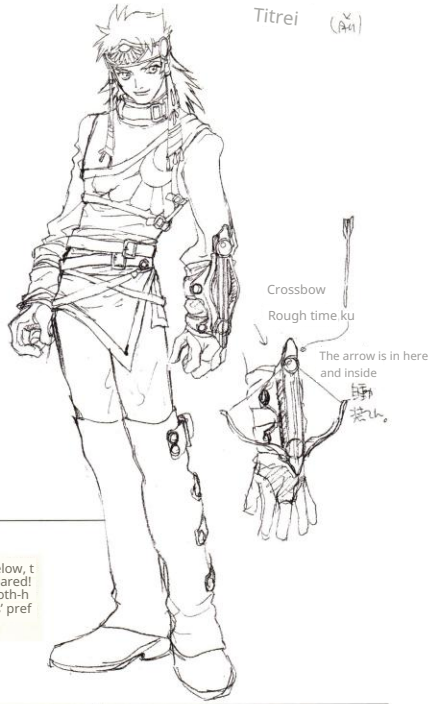
Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Annie

Annie

Compared to the final design, Annie has a somew
hat more mature atmosphere. The color scheme
and costume design are almost the same as the fi
nal version, but it's interesting how just the outline and pose can change



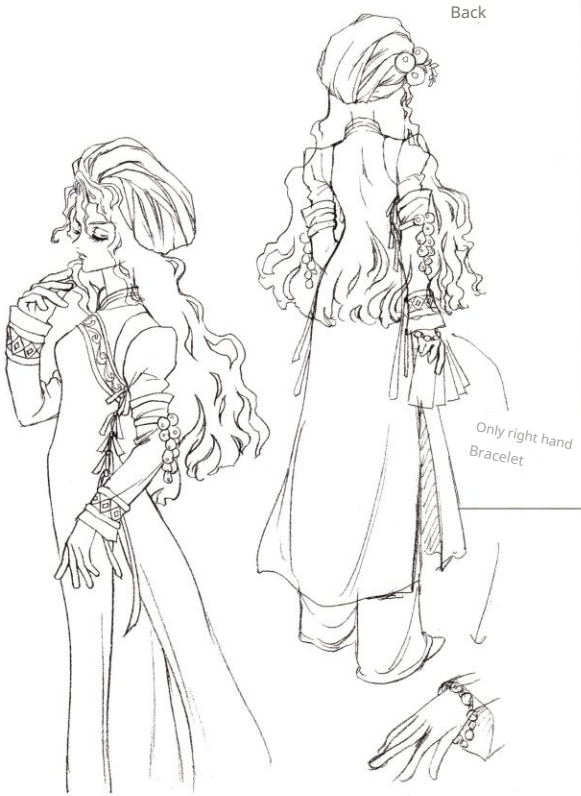


Titrei

Tytree

As you can see from the rough sketch below, t
wo long-hair versions of Titrei were prepared!
Between the finalized hairstyle, the smooth-h
air version, and the wild version, players' pref
erences are likely to be divided.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



Hilda | 3

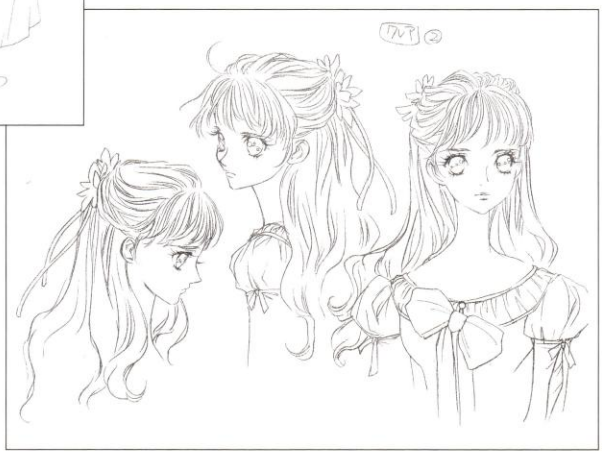
Hilda

Her expressions, including a sorrowful look and a somewhat sulky expression, show th at the character was firmly grasped from the design stage.

Clare

Claire

As an ordinary village girl, her outfit and acces sories are very simple, but the design someho w conveys a sense of elegance. All the rough s ketches look lonely or expressionless; perhap s that is because her character was set as a "h eroine trapped in ice."



Chapter 1 "Chitan
Chapter 2 No analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

Agate

Agarte

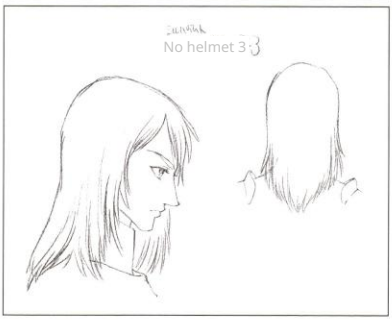
The gorgeous dress and the meticulously detai led design naturally evoke a queen, but its deli cate main lines and wistful impression are rem iniscent of Claire. Though the two should be co mpletely different in every way, one can see th at they are counterparts to each other.

Radras

Ladras

In the work he appears only in t he introductory section, King L adras is depicted in concept art with details fully rendered. Alth ough the Gajuma-specific anim al motif is limited to the ears, hi s sharp eyes and deeply chisele d facial features are striking.

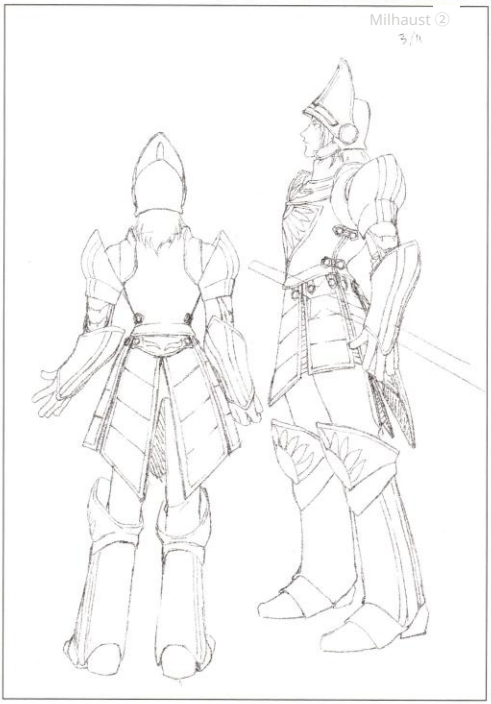
Chapter 1
Chapter 2 Analysis
Chapter 3 (Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials



Milhaust

Milhaust

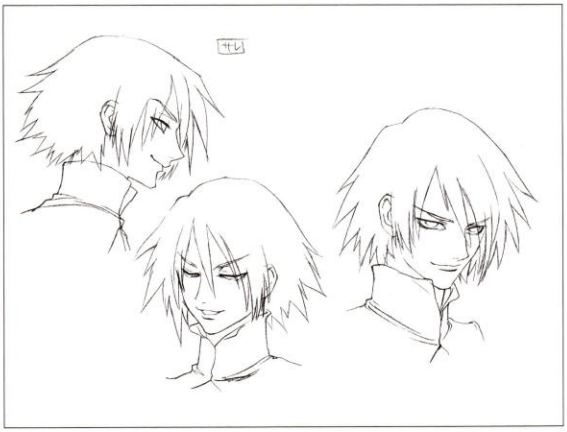
Milhaust, whose lips are set in a straight line in every design. It seems to symbolize his strong c onviction. On the other hand, when shown with out his armor, his bare face is depicted with an expression as if sunk in some melancholy.



Jirba

Zilva

Character design sketches of Jirba, whi ch depict a rich variety of facial express ions. Rather than the image of a "quee n's close aide," the "natural expression s when alone with Agate" seem to hav e been emphasized more strongly.



Sare

Saleh

Sale has a princely design. From his confident expression, it can be seen that Sale's character was already fully formed even at the rough draft stage.

トーマ

Tohma

This is exactly Gajuma! — a design full of wildness and a rugged feel. The expressions are truly rich, and the contrast with the cool Sale is further emphasized.

Waltu

Walto

The design of the outfit, similar yet differe nt from Sare's, might be an image of the Ki ng's Shield formal attire. The rather large e ars and slender joints combine to give a de sign that somehow evokes a bat.

ミリッツァ

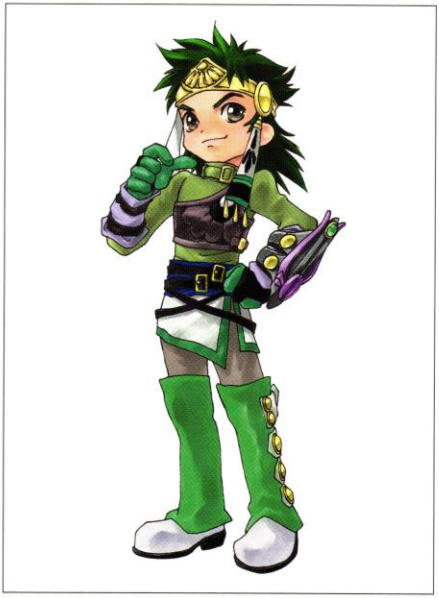
Militsa

It gives a hint of the girl's visage. The expressions of the female characters all carry a certain melancholy. That m ay have been one of the themes duri ng the design process.

Deformed Illustrations

Deformation Characters

The characters gathered here are four-head-tall figures prepared for publicity. These cute illustrations, full of energy and dynamic motion and drastically different from the original images, were of course drawn by character designer Mutsumi Inomata.



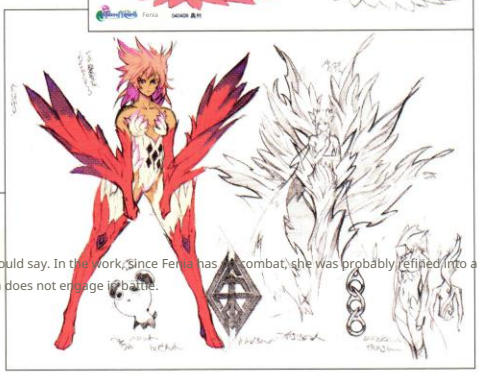
Namco In-House Design 1

In-house Design

From here, we present concept art by Namco's in-house designers. These are concept drawings by Mr. Okumura, who also worked on desi
gns for spirits and others in "Tales of Symphonia." Notes and instructions are fully reproduced, so please enjoy every detail of the illustrations.

イーフォン
Eephon

Looking only at the left drawing, it is completely different f
rom the finalized draft. The motif for Iphon is said to be a li
on, and the initial draft is exactly like a lion. From there, the anthropomorphization p



Fenia
Fenia

The upper right is almost the finalized draft, whereas
the lower right is an initial draft. There is a dramatic change, you could say. In the work, since Fenia has no combat, she was probably refined into a milder image.
It was likely refined into a milder image because, in the story, Fenia does not engage in battle.

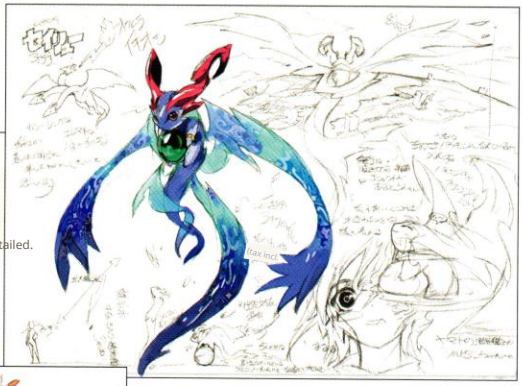
Wontiga
Wontiga

Unlike the two figures above, this one s
eems to have been decided with a sma
rt design. While using the white tiger as a motif, the chest area d
The craftsmanship around the chest and the scarf arrangement

Shaorun

Shaorune

Colored three-view drawings are provided , marking it as exceptional even among th e sacred beasts. Since Shaorun is the one most familiar to players, the rough sketches are also richly detailed.



Gillirune

Gilione

Giryone, which appears in Chinese legend and evokes the image of a qilin. From its expressio n that suggests growth rings, despite its animal istic design it exudes an atmosphere somewhat like that of an elder.

Landgreez

Randgriz

From the shell on its back and the character "玄" (Gen), one can infer that the motif is the Black Tort oise (Genbu). The white eyebrows and beard, alon g with the staff held in its hand, give an overall im pression of a "thoughtful scholar" in the design.

Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-Event
Chapter 5 Data
Chapter 6 Material

Namco In-house Design 2

Zappy

Zapie

Rough sketch of Claire's pet, Zappy. The blue color is the typical h
ue of a Mafmafu. Every cut includes a drawing of Veigue, showing
that the mascot was designed with the premise of sitting on Veigue's shoulder.

Georgias

Geyorkias

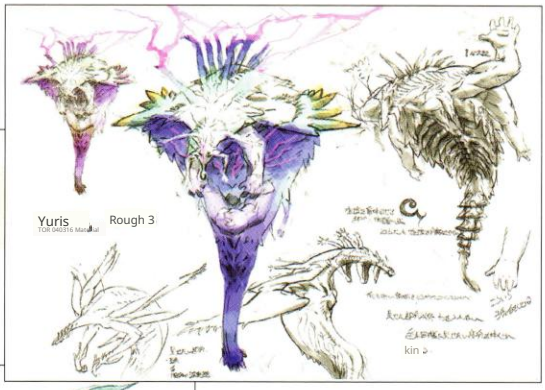
As befits the king of sacred beasts, the level of detail and the
size setting are truly spectacular. In the game's battles the si
ze ratio was toned down somewhat, but I kind of wish we could have fought at this rat

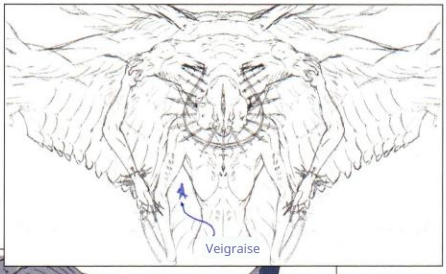
Chapter 1 Chara
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub-event
Chapter 5 Data
Chapter 6 Design Materials

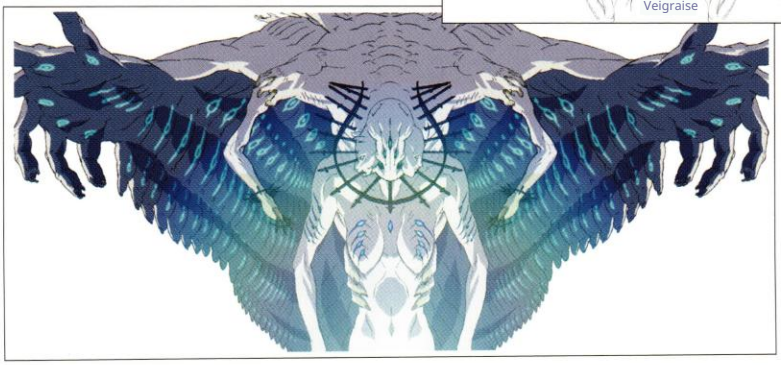
Yuris

Yuris

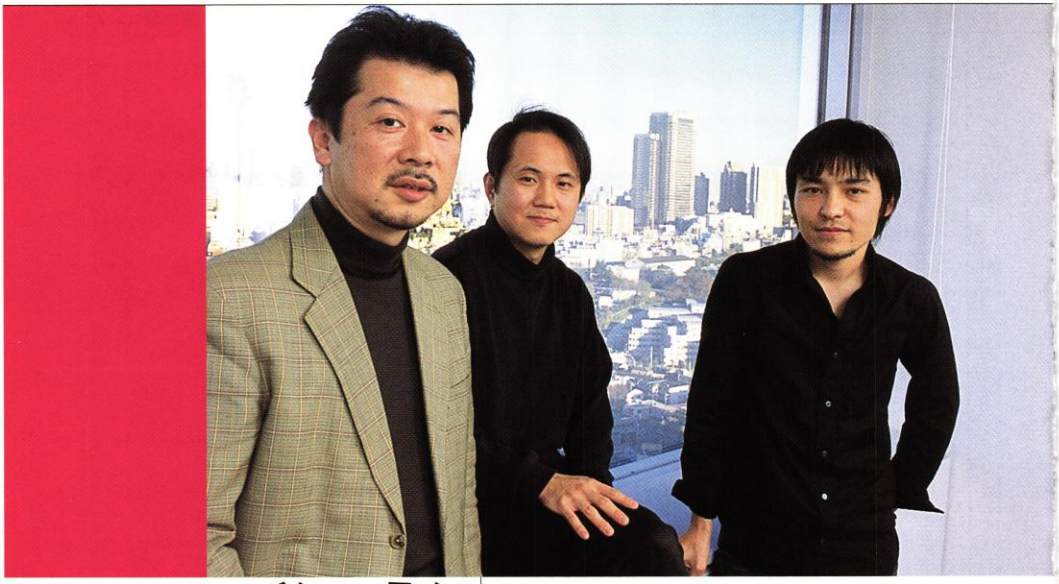
Although only half of it is visible in battle due to its enormous size, its exterior—and of course—its interior are drawn with meticulous detail. While retaining strong hues of biological coloration, its shape and color scheme give a fantastical impression.







Chapter 1 Knowledge
Chapter 2 Analysis
Chapter 3 Scenario
Chapter 4 Sub Event
Chapter 5 Data
Chapter 6 Material



開発者 Interview

Special Interview

We conducted an interview with the development team who had just finished the master-up. The interviewees were Namco producer Mr. Yoshizumi, scenario/directing lead Mr. Baba, and freelance main scenario writer Mr. Hiramatsu. They discussed the messages embedded in the work and even revealed behind-the-scenes settings that were not mentioned in the game.

The keyword “Rebirth”

Chapter: Embedded Themes

First, please tell us about the theme of this work. Hiramatsu: The keyword “Rebirth” was actually decided after the voice recording had already begun. In the script for Volume 1, Hilda’s line used “regeneration” rather than “rebirth.” But it wasn’t a theme imposed afterward so much as something that naturally became the theme. When I received this story, I was told to start by writing what I liked, but once I actually tried to think about it I hesitated over many things and ran into considerable difficulty. It got to the point where they said, “If the next plot gets rejected, we’ll replace you,” or something like that... (laughs). It was then that Yoshizumi proposed, “This time I want to include beastfolk.” The moment he said that, it clicked.

"So I brought up, 'Then I want to tackle ethnic issues.' In today's world, wars break out in various places for ethnic reasons, and even around us there are things like racial problems. I wanted to weave that contemporary element in, and personally I like the country 'Yugoslavia (now Serbia and Montenegro)' and have been there many times, so I felt I could depict it incorporating my own experiences, so I told Mr. Yoshizumi and the others about that. Yugoslavia also had conflicts..." It split up, and although conflicts remain under the broad category of “ethnicity,” individuals often get along with one another. In such a world, the protagonist I passionately argued, "How about a story where the nobles think about various things?" (laughs), and they replied, "That sounds interesting." With that, we arrived at the theme—like Yugo’s idea—that instead of restoring things to their original state, shouldn't we rather create a new form?

Yoshizumi: Based on that theme, we decided to title it "Reverse." In Japanese, it translates to "Rebirth." We chose that title with the meaning of "reconstruction" of human relationships and interspecies relations, so we decided to build the story around that word. Another major theme was how to incorporate realistic issues that fit this theme into the fantastical world of the "Tales of" series, and Hiramatsu's experiences and thoughts were extremely helpful and informative. We were able to include those elements.

Hiramatsu: If you only think about it inside your head, the whole story becomes artificial, and the dialogue starts to feel false or preachy. That's why I tried to write it using things I have personally experienced, while also incorporating the kinds of doubts and anxieties that young people who play this game are likely to actually have, so that the theme of the work would feel relatable. Even so, I deliberately do not spell out an answer like "this is the correct way." After all, in the real world, there are no definitive answers about issues such as ethnicity and peace, are there? It's not something that can be resolved easily. So

I believe that if you play the (game) to the very end, you'll understand, but I wanted to say, "Please think of the answer yourselves; let's all think about what comes next together."

Hiramatsu wanted to convey that to users, right?

Hiramatsu: Yes. And one more thing:. it's basically "Everyone, live." So me players may have noticed, but there are no enemies that Veigue and the others actually killed.

Baba: The only one who directly carried out killings was Yuris, who isn't human. Hiramatsu: The media often says games are easy to reset so people kill casually, and that children influenced by games take human life lightly. But we write stories about living, and we didn't write anything like "it's fine if something collapses." I think many who play Rebirth have their own worries or hardships, and I want them to try hard to live. That's why we made scenes where Tito reacts angrily when Veigue or Hilda mention "death," or where everyone is outraged when Eugene says "kill."

If someone dies, that's the end, after all.

Hiramatsu: Exactly! Living is hard, but there are always good things too. I think the word "Rebirth" that Yoshizumi came up with is wonderful because it carries the message that "people can start over again and again." Even if you fail today, try again tomorrow — live reborn every day. As for me, I don't know how many times I was "reborn" after my scenario was rejected (laughs). It might sound a bit old-fashioned or overwrought, but I was very particular about the idea of "live."

Yoshizumi: That's right. In boss fights, the system has you fight until HP is zero, but afterward nobody is dead. They just slump down going "Ugh~," that sort of thing — we didn't kill them. In fact, even when told "finish them off," the response tends to be "Do your best and live on."

Baba: It's very easy to destroy things from a negative mindset. But rather than that, we wanted to keep a forward-looking feeling of creating and continuing things, to have party members maintain that attitude and for players to play with the same sensibility.

Hiramatsu: Eugene killed his best friend, Annie had her father killed... even though everyone is in very painful situations, I intended for them to ultimately become positive about living. That's why only a very small number die in the main story: Agathe and Naila, and among the villains, Jilva, Sare, and Toma, roughly.

Baba: Well, Sare and Toma can't be helped.

Hiramatsu: Including Jilva, I wanted Sare and the others to be pure evil, and I didn't want them to reform and live. So they have no tragic backstories at all. They're just bad guys. I tried to make sure good people don't die whenever possible.

From a narrative standpoint, I feel that writing a story in which "nobody is killed" is difficult.

Hiramatsu: My scenario teacher told me, "Don't kill people off easily." He meant to treat them as most important. Killing a character to create a "tearful scene" is, after all, an easy way out. Someone disappearing is such a significant event. For that reason, I think you have to depict it with great care. Yoshizumi: In terms of the story, there are people who die for specific reasons, but the point is that you really shouldn't overuse that device, right?

Hiramatsu: Even in the real world, there are people who want to live but end up dying, aren't there? And yet, why do they kill themselves? It makes me angry. This is my personal theory, but I think, "If you're going to die, why not run away and start over?" If you have the chance to write the main story, you should definitely convey that.

Kizumi: When trying to depict a world where many different people live within a single story, you end up having to travel through various places, meet various people, and have stories occur there. That's how we live in our everyday lives too, isn't it? When trying to portray something close to the real world like that, death means people are being lost, and you shouldn't let that happen lightly. I feel it's important to make clear that many people will grieve. "People dying equals someone grieving" isn't a theme to put front and center, but as a basic theme I still want to depict it.

Hiramatsu: If I keep saying things like this, I might get scolded by the fans of "Symphonia" but... "Symphonia" is a story where quite a few people die.

Yoshizumi: That's right. That one, more than anything, has the theme of questioning why we have to keep losing so much—it's about the idea that that's wrong.

Hiramatsu: Ah, I'm by no means criticizing "Symphonia"—really! I'm on good terms with Takumi Miyayashima, the scenario writer, and we get along well (laughs).

Masaki Hiramatsu
Masaki Hiramatsu

Scenario writer (freelance). For this work, in additio n to the main scenario, involved in all text-related m atters such as chats, sub-scenarios, and mini-games.

Until their understanding deepens

"An RPG Where You Beat Each Other Up"

Were you conscious of differentiating it from the previous work "Symphonia"? Hiramatsu: Yes. Also, my own tastes and persona lity come through. Especially the part where you inevitably fight ever y single companion at least once... Instead of "You Are Reborn," it ended up becoming an "RPG Where You Beat Each Other Up" (laughs).

Yoshizumi: That's right. They really beat the hell out of each other, don't they? Yoshizumi: Because you can't make him explain things, right?

Hiramatsu: In some form or for some reason, you fight everyone, b ut it wasn't that we decided from the start "let's make you fight eve ryone." I just think it's not easy for people who are strangers with d ifferent goals and ways of life to become comrades. However, in lif e-or-death battles, you can see each other's thoughts and true feelings, an d feeling something there might make you want to go along with t hem. When we tried to portray those emotions realistically, we end ed up having "a fight with every single person"...

Yoshizumi: That's really true. At the very end of the opening movi e, it cuts off when Eugene says "I've come to pick you up," but ord inarily you wouldn't say "oh, I see" to that, right?

Hiramatsu: Absolutely you wouldn't.

Yoshizumi: Well, especially visually—we weren't specifically aiming for that effect, but it's like a gadjuma, isn't it? From the player's perspecti ve, something alien is reaching out a hand. When a stranger reaches out to you, you don't normally respond with "oh, I see." That kind of...

"Killing people is easy."

continues for many scenes. That feeling of discomfort, and be coming close in that way, is indeed one of the major themes: "even very different beings or different races can understand each other." In that sense, I think that opening sequence is ex tremely well done. Hiramatsu: Structurally, each joining-the-p arty episode was made into two parts. We placed a story abo ut fighting that character and them joining, and a story soon after they join that brings out the new member's personality, to show how they relate to the party.

Yoshizumi: Generally, when people come in, they do so with a bit of awkwardness and it shows. Tytree was the opposite, though.

Group: (laughter)

Yoshizumi: He comes in on his own, and yet everyone else feels awkward. But that gradually eases up.

Hiramatsu: From Veigue's perspective, he must have found it annoying (laughs).

This time, Veigue gives a calm and cool impression compared to the protagonists of past "Tales of" series entries.

Yoshizumi: When trying to portray an 18-year-old realistic bo y, there will be various inconsistencies, but I thought having him shout something like "Let's gooo!" like previous protag onists would be a bit off. He's a bit more turned inward, or a little cooler in his demeanor. Also, characters with a persona lity like Veigue's make it easier to depict a realistic story — t hat was another reason. How was it for you to draw that kin d of character?

Baba: ...It's... difficult, you know.

Group: (laughter)

Yoshizumi: Because you can't make him explain things, right?

Baba: Veigue just won't talk. Tytree and Mao gab away on their own (laughs). In that situation, we still had to convey the protagonist's presence, so it was tough.

Hiramatsu: Balancing the cool aspects with the protagonist's need to assert himself to drive the story was difficult, and we rewrote it many times... Even so, making Veigue taciturn wa s really about "differentiation." The past protagonists in the " Tales of" series have all been hot-blooded types. Creating an other hot-blooded protagonist to contrast with the previous ones is really hard. These days, there aren't many such hot-b looded young people, and it's more natural to view hot-bloo ded people a bit coldly. Also, we introduced Tytree as someo ne Veigue would likely dislike, someone he'd never become f riends with. Not just Tytree, but I was very conscious of each character's role in the party and the relationships between th em.

"When trying to portray a realistic 18-year-old boy, a cool

"That's precisely why we have to draw it carefully," (Hiramatsu)

The recorded screen chats

are an astonishing total of over 1,000!

There are so many chats. I thought the voice actors must have had a really tough time.

Yoshizumi: Baba wrote a lot of them. We cut many of them, didn't we? There were just too many.

How many were there at the start?

Baba: About 1,200... or so, I think.

Even so, over 1,000 of them were included in the main game (laughs).

Some of the ideas adopted came from internal submissions as well.

What was the intention behind having so many chats? Baba: I thought that having a variety of chats would make the characters' personalities more memorable. It allowed us to emphasize Titre's fondness for his sister and Hilda's complexes, and some of Annie's character traits—like being timid—also emerged from certain chats. Well, we just wrote as much as we could, and it ended up being that many. When you think up one chat, you find something you can expand on, and those lead to series like Mao's song series.

Whether to have the heroine fight or not?

Why a girl fights

In this title, I think it's notable that the heroine Claire is an NPC.

Yoshizumi: For me, the big reason was my feeling that "Claire probably won't fight." More importantly, the largest reason is that she bears the fundamental aspects of this game's themes. She carries issues related to races and questions of humanity unrelated to race, so rather than having her inside the party, we intended for her to embody those themes from the outside. Hiramatsu: The reason for a heroine to fight is a difficult question, isn't it?

Yoshizumi: Up until now we let heroines fight without hesitation. But I think an ordinary girl fighting wouldn't really be that strong.

It's Hiramatsu. Also, there's the matter of my skill — I couldn't find the reason why Claire fights...

Group: (laughter)

Hiramatsu: Giving a girl a reason to fight is really difficult. For example, if the protagonist is a boy, there's a natural necessity to protect a weak girl. But if she's an extremely strong girl, it becomes the opposite—wouldn't she be the one asking to be protected? It's precisely because a girl is caught up in an incident that you can create a desperate "reason" to want to help her.

I became the protagonist (Yoshizumi)

Yoshizumi: There was also the issue of Foles. The basic premise is to fight using Foles, but Claire doesn't have the opportunity for her Fole to manifest. So I felt she probably wouldn't be able to fight. It's not that I set out from the start to make the heroine not fight this time. Even without fighting, she is portrayed as central to the story, and I do have a sense of accomplishment that we fully expressed that.

On a PS2 that excels at 3D

The deliberate aim to produce in 2D

The previous title, "Symphonia," was in 3D, while this time "Rebirth" became 2D. How did that come about?

Yoshizumi: Nowadays 3D expression is becoming the mainstream, but I don't think expression in 2D is finished yet. On the contrary, I believe that in the future there will be things that can only be expressed in 2D. That's why I wanted to make "Rebirth" in 2D. There were also expressions we hadn't done before that we wanted to include. It's not a matter of which is superior or inferior; it's simply a different method of expression.

So, which will the next title use.....

Yoshizumi: Well, it means both 2D and 3D remain options. From now on, I think we'll probably decide whether to go 2D or 3D depending on the theme and the style of depiction.

Nobu Kizumi
Makoto Yoshidumi

Producer at Namco Co., Ltd. After working in sales and promotion of home-use software, he is currently involved in development as the producer of

Veigue and Titreiss's

The brawl scene is a work I'm proud of

In the story, is there any event scene you particularly recommend people pay attention to?

Baba: There was that scene on Minall's beach where Titreille and Veigue punch each other, right? I feel really sorry to Hiramatsu-san who wrote it, but at first, when I read it as text, it just felt like a sweaty guy-versus-guy brawl. However, once the voices and music were added, it turned into a very moving scene. While playtesting I actually got a little teary. I thought, oh no, it would be embarrassing to cry at the company, so I skipped that scene. It turned into such an amazing scene that I wanted to indulge in tears alone.

Hiramatsu: How about you?

Hiramatsu: For me, it's also that fight. The performances by Hiyama-san and Yamaguchi-san are superb. Even if you hear just the voices, you can tell they're fighting, and it was a scene I could write almost without hesitation. Above all, I love Veigue's line, "Who's the pervert...?" At that moment, Veigue for the first time is on equal footing with Titreille and exposes himself. So he repeats it back. After that, Veigue's acting changes drastically, which is another highlight. Also, that scene lets the player control and punch along, right? At first they said it was impossible schedule-wise, but the battle team worked hard to include it... And on top of that, when you hit each other one blow at a time, they even added the bonus of the lines alternating like a dialogue. That made me really happy. Any others?

Hiramatsu: The two-part trial of Hilda. Ohara-san's performance in the moment when she says, "I never called you mother..." truly hits the heart. I can't forget Ohara-san's determined expression I saw before recording that scene. Also, the reconciliation scene between Eugene and Annie. When Annie grabs Eugene's hand for the first time and throws herself into his chest...

...the scene of her diving into his chest is wonderful! That part was directed by Baba-san after much effort so that Eugene would embrace Annie

...and it made me cry. Then there are the two speeches, the public and the hidden. The "public" speech delivered by Yasuda-san (Claire) and Shinohara-san (Agate) with their exquisite performances. Baba-san was crying (laughs). And its counterpart, Gilva's "hidden" speech scene.....

It's a very impressive scene, isn't it?

Hiramatsu: It's an important scene where her true nature finally starts to show. In that scene, Ms. Mashiba's performance as Jilba is wonderful.

Hiramatsu: She doesn't have many appearances, but she read that thick script all the way through and gave a perfect characterization.

"It would be embarrassing to cry at the company

Not told in the story

5 Background Settings of Jilba and Veigue

Speaking of Zirba, the setting is that he is a distant relative of the royal family, right?

Yoshizumi: Yes, that's right. In the setting they are distant relatives. That's precisely why he teaches as a childcare officer, you're supposed to be at the castle, right?

Baba: I originally served as Agate's wet nurse. Was it at that time...

She already had a sort of Gajuma supremacist streak, but Yuris probably took advantage of

Hiramatsu: To put it briefly, Gajuma is from a branch line of the royal family. She wasn't completely abandoned, but she could never stand on the side of power. I suppose she lived with resentment about that status. Baba: That's right. If you trace the bloodline all the way back, she does carry royal blood. It's just unclear exactly where—it's quite a distant relation.

Yoshizumi: So maybe that's why she has the "Moon Foles."

Hiramatsu: Yes. Surely the cat-like or beast clans are the ones in the open of the royal line, while those with horns belong to a hidden branch.

Yoshizumi: I see, they got mixed in somewhere.

Hiramatsu: The reason that Jilba could attain such a high position was, after all, thanks to the "Moon Foles." She could possess important people and command them to promote her, or possess troublesome opponents to make them do bad things and ruin them. It wasn't depicted in the main story, but I had the big picture planned out.

Is there any setting/background about Veigue's parents?

Baba: That's right. That was also planned to be included in the main story, but...

Baba Tsunekazu

Tsunekazu Baba

A scenario writer belonging to Namco Tales Studio Content Development Department. In this work, (they) supported the main scenario and were responsible for chat and some direction.

Chapter 1 Chiji
Chapter 2 Analysis
Chapter 3 Scenario
Chapter
Sub-event
Chapter
Data
Chapter 6 Design Materials

"There are scenes I thought were odd and skipped," (Baba)

We never really had the chance to touch on that, did we? I had thought about the relationship between the Hiramatsu Marco couple and Veigue's parents, and about Veigue's grandparents. As an aside, in a fairly early discarded plot there were organizations called the "King's Shield" and the "King's Sword (Tsurugi)." The intelligence unit was the "Shield," and the attack unit was the "Sword." Veigue's father was the captain of the "King's Sword," but he had died quite a long time ago, and one of his subordinates was supposed to come and take Veigue away. In the end, the story became completely different, but Veigue was left as he was.....

So, in the setting it starts from the point that Veigue has no parents. Baba: Veigue was originally born in Sools

When he was still a baby, his parents died, and he was entrusted to his grandfather who lived in the mountains near Sools. That grandfather also died when he was about seven, and the parentless Veigue was taken in by Marco, an acquaintance of his parents. That then leads into the flashback scene of his encounter with Claire. Veigue's early life around that time is brief, but it can be seen in the chat.

When you write the next scenario, do you have any prospects or ideas about things you'd like to try?

Hiramatsu: Actually I've already been secretly thinking about it, and even though nobody asked me to, I've been doing various things (laughs). People have called this story "passionate," and I'd like to write another passionate story next. Rebirth was a story of "from outside to inside," where Veigue and the others grasp something from the situations and incidents surrounding them, so I'd like to try doing the opposite. Making the whole world the enemy

Couldn't we tell a story in which the protagonists, having been turned around, change people's hearts through their battles—an appeal going "from the inside out"? There's what you'd call a "demotivated generation," right? Accepting the situation before you and living with it might be a happy thing, but is that really all right? What am I living for? What does it mean to live? A story that makes you think about those questions through the protagonists' way of life... The keywords would be "dictatorship" and "way of life," I suppose.

| How about Mr. Baba?

Baba: This time, because those without Foles—like Claire and Milhaust—were "well-rounded people," a strong sense of inferiority wasn't really depicted. However, I want to create a story that clearly shows the difference between those who have them and those who do not. Also, since there hasn't been a girl protagonist in the Tales series so far, I'd like to try doing a story with a girl as the main character.

A Message to Readers

Hiramatsu: If there's even one scene — any scene at all — that makes you think "I'm glad I played Rebirth," then that would make me happy. There are difficult topics, like issues between races and each character's personal troubles. I hope everyone travels with the characters, thinks about things, gets angry, laughs, and cries with them, and at the end feels uplifted enough to say, "All right, I'll try my best again tomorrow." Beyond that, if everyone continues to love the characters who appear in Rebirth forever, I couldn't be happier.

Baba: A major theme is the conflict between races, and Hiramatsu's idea of "live on" is a foundational element, but we've also woven various messag

I hope people will discover as many of those things as possible from those places.

Yoshizumi: This is already the sixth entry in the Tales series, and in tern

用語索引 Term

Tales of Rebirth Official Complete Guide 41

This book

Index

Contains about 1,500 terms arranged in Japanese syllabary order. Even when the same te

rm appears in different contexts, for example for Veigue, entries are provided by category — “Character,” “Enem

Alphabet

xx Cook	Title · Titrei	442
BONUS EP	System	029, 043, 116
D Leben	Arts/Techniques · Annie	089
EP	→Enhance Points	043, 116
EXP	System	029
FC	→Foe Cubes	036, 052
FG	→ Foe Gauge	033
FORMATION	System	029
F Enchant	Artes · Mao	071
F · Flame	Artes · Mao	071
GALD	System	029
GRADE	System	125
Number of GUARDs	System	029
G · Treasure Hunter	Title · Annie	442
G · Treasure Hunter	Title - Veigue	440
G. Treasure Hunter	Title - Titorey	442
G. Treasure Hunter	Title - Hilda	443
G. Treasure Hunter	Title - Mao	441
G. Treasure Hunter	Title - Eugene	441
HIT Count	System	029
HP	System	027
HP Recovery	System	048
LV	System	027
L・ソーサリー	術 Skill Hilda	107
L Robe	術 Skill · Hilda	107
MAX HIT	System	029
Next	System	027
RG	→Rush Gauge	031, 046
R Elixir	Arts/Techniques · Annie	089
SP	→ Smash Points	035, 124
S. Raftingman Title	Veigue	440
TECHNICAL SMASH!	System	029、124

A-line

Archeubas	Armor Eugene	417
Earth Powder	Items	431
Earth Fist	Amulet	428
Arch Shade	Artes · Mao	070
Arts Regen	Secret Technique Annie	091
Iron Armor	Armor Veigue	413
Iron Arms	Weapon · Titre	420
Iron Tan Fur	Weapon · Mao	414
Iron Plate	Armor Titre	421
Iron Mail	Armor Eugene	417
Ice Scret	Enemies	400
Item	System	027
Aifreed's Hand Mirror	Valuables	435
Aindal	Weapons · Hilda	422
Avenger	Enemies	385
Azure Sanctuary	Dungeon	286
Agate	Character	019
Agate	Character Designs	455
Akato Spike Cactus	Valuables	435
Aqua Stream	術 Skill Hilda	107
Aqua Powder	Items	431
Aqua Wrist	Amulet	428
Aquarius Sphere	Enemy-exclusive Artes	409
Aquarius Sphere	Secret Mystic Arte	115
Acranazzo	Enemies	402
Deep-fried Tofu (Agedashi Tofu)	Cooking Recipes	437
A Vengeful Girl	Title · Annie	442
Ashbiter	Weapons · Veigue	412
Apple Gummy	Items · Medicine	430
Apple punch	Cooking Recipes	437
Atmos Balt	Armor · Veigue	413
Annie	Enemies	385
Annie	Character	012
Annie	Character Designs	451
Annie (Mud Puppet)	Enemies	407
Anikamaru	Town	180
Devoted to His Sister	Title Titre	442
Arakillers	Armor · Titre	421
Synopsis Book	Valuables	434
Synopsis Book	System	026
Arvan Mountains	Dungeon	140
Archepter	Enemies	402
Arubast	Enemies	398
Arbox	Enemies	406
Almedip	Enemies	400
Hourglass	Items · Medicine	430
Anger Shrimp	Enemies	385
Ankas	Weapons · Mao	414
Anclrawler (Anclrawler)	Enemies	385
Encrypted note	Valuables	434
Answork (アンスワーク)	Weapon Titre	420
Andreasite	Weapon Annie	418
Annär	Weapon Annie	418
Anfungus	Enemies	386
Eega	Characters	229、235
イーフォン	Enemies	395、407
イーフォン	Setting Art	462
Iphon Temple	Dungeon	236
Squid	Item Ingredients	433
Squid Ink Grasper	Cooking Recipes	439
Ikameshi Risotto	Cooking Recipes	437
Icarbonara	Cooking Recipes	438
Igor	Character	229
The Great Adventurer	Title · Annie	442
The Great Adventurer	Title - Veigue	440
Great Adventurer	Title Titrei	442
Great Adventurer	Title Hilda	443
Great Adventurer	Title · Mao	441
Great Adventurer	Title · Eugene	441
Strawberry	Items · Ingredients	432
Ear Sword	Weapons · Veigue	412
Swapped woman	Title Agate	443
Swapped woman	Title · Claire	443
Irregular	System	117
Inseulus	Enemies	392
Infinitia Strike	Secret Mystic Arte	114
Inferno Drive	Secret Mystic Arte	113
In-Place End	Secret Mystic Arte	114
Vauler	Enemies	400
Vabilus	Enemies	403
Valmblur	Weapon · Eugene	416
Valmega	Armor · Mao	415
Weak Check	Amulet	428
Violet Liquid	Items	431
Vizac Shield	Enemies	386
Vigiane	Armor - Annie	419
Visconti	Weapons · Hilda	422
Witch Cloak	Armor - Annie	419
Witch Jacket	Armor · Mao	415
Witch Robe	Armor · Hilda	423
Vitrogram	Armor Eugene	417
Wind Edge	Artes · Mao	070
Veigue (Rampage)	Enemies	402
Veigue	Character	006
Veigue	Character Designs	448
Veigue (Mud Doll)	Enemies	407
Veigue's Family	Title · Claire	443
Vescon	Enemies	392
Vestos	Armor - Veigue	413
Vespa	Enemies	396
wedding dress	Armor - Annie	419
Weapon Refiner	Amulet	429
Wontiga	Character Designs	462
Wontiga Temple	Dungeon	274
Usanin Village	Town	291
Loves Singing	Title Mao	441
Ucchari Gumi	Items · Medicine	430
Wood Tonfa	Weapons · Mao	414
Fortune Teller	Title · Hilda	443
Urgo	Weapon · Titre	420
Aiming	FC Special Effect	052
Aiming Heat	Secret Art: Mao	072
The Young Man Who Lost His Title	Veigue	440
Exarl	Armor - Annie	419
Exsvern	Weapons · Veigue	412
Exgas	Enemies	392
Extra	FC Special Effect	052

Explosion Nova	Enemy-Exclusive Technique	409
Explosion Nova	Hidden Ultimate Art	115
Eclipseon	Weapon · Titre	420
Ecologist	Title · Titrei	442
Estoc	Weapons · Veigue	412
Esoteric	護符	429
Egg Burg	Cooking Recipes	438
Eturia	Weapons · Mao	414
Etorē Bridge	Town	138
Shrimp	Item Ingredients	433
Ebi Glass Bar	Cooking Recipes	439
Elacti	Enemies	401
Elixir	Items · Medicine	430
Erinazzo	Enemies	383
Electric Guitar	Weapon · Veigue	412
Orator	Title · Claire	443
Endahl	Armor · Annie	419
Enhance	System	042、116
Enhance Point	System	043、116
Oasis	Dungeon	184
Oikura Gratin	Cooking Recipes	438
Secret Skill	System	034
King's Shield	Organization	022
King's Shield Magician	Enemies	392
King's Shield Soldier	Enemy	388、392
Auction Hall	Facility	257
Auction Master	Title: Annie	442
Auction Master	Title: Veigue	440
Auction Master	Title: Titreya	442
Auction Master	Title: Hilda	443
Auction Master	Title: Mao	441
Auction Master	Title · Eugene	441
Auto	System	030
Auto Cooking	System	041
All Divide	Items · Medicine	430
Chief's Gratin	Cooking Recipes	438
Favorite Meat Sauce	Cooking Recipes	438
Recommended Formation	System	039
Ox	Characters	195
Obsidian	Weapon · Veigue	412
Omurice	Cooking Recipes	437
Congratulations Gratin	Cooking Recipes	438
Weight	System	054
Grated Burg	Cooking Recipes	438
Soft-boiled egg salad	Cooking Recipes	438

Power Practice

Cursecott	Enemies	390
Card	Weapons · Hilda	422
Guard Vassar	Arts/Techniques · Annie	088
Number of Guards	System	029
Seafood Gratin	Cooking Recipes	438
Seafood Fry	Cooking Recipes	437
Pirate treasure chest	Valuables	435
Recovery Power	System	027
Seafood Curry	Cooking Recipes	437
Kailas Beetle	Enemies	386
Refining Stone	Items	431
Party Awakening Rate	System	043
Fight	Title · Titrei	442
Forge	Facilities	155

Dislikes Gajuma	Title · Annie	442
Gajuma's Flag	Valuables	434
Gajuma Soldier	Character	273
Custom	System	026
Custom Cooking	System	041
Gust Nail	Technique: Mao	071
Diamond of Wind	Valuables	434
Katsu Sando	Cooking Recipes	437
Kappa sandwich	Cooking Recipes	437
Chamomile	Items	431
Karaage (Japanese fried chicken)	Cooking Recipes	437
Colorful Salad	Cooking Recipes	439
Galembrion	Enemies	405
Galdo	System	025
Galton	Enemies	391
Carbonara	Cooking Recipes	438
Karurixu	Enemies	390
Karezu	Dungeon	174
Curry Rice	Cooking Recipes	437
Callegia Castle	Dungeon	212、216
Black Panther of Kalegia	Title · Eugene	441
Galebtic	Enemy	399
Fang Combo	Technique Tito-rei	096
Loves cute things	Title · Mao	441
Pensive Young Man	Title · Veigue	440
Ring Stone Monument Ruins	Temple of Girione	298
Gambit	FC Special Effect	052
Gambit Regen	Special Skill: Annie	090
Gunho Belt	Amulet	429
Key Help	System	025
Kiwi	Item Ingredients	433
Memory Formation	System	026
Memory Disorder	Facilities	345
Amnesiac boy	Title · Mao	441
Gisarme	Weapon · Eugene	416
Valuables	System	027
Mushroom	Valuables	435
Basic Inheritance	System	117
Suction-cup Oden	Cooking Recipes	439
Gyubo Curry	Cooking Recipes	439
Cucumber	Item Ingredients	432
Kyuraba	Weapon Mao	414
Curia	Characters 147,273,317	
Astonishing Adventurer	Title · Annie	442
Astonishing Adventurer	Title · Veigue	440
Astonishing Adventurer	Title · Titrei	442
Astonishing Adventurer	Title: Hilda	443
Astonishing Adventurer	Title Mao	441
Astonishing Adventurer	Title · Eugene	441
Panic	System	031
Kyogen	Town	256
Hut near Kyogen Town		260
Gillirune	Character Designs	463
Shrine of Gyrion	Dungeon	298
Gald (Gil)	Enemies	399
Kilt Jacket	Armor: Mao	415
Ginnar	Enemy	383
Ginnar	Character	138、215
Ginnal's Note	Valuables	434
Ginnal (Rampage)	Enemies	398
Golden Fork	Amulet	429
Golden Frying Pan and Silver Ladle (Valuables)		435
Quacoq	Enemies	387

Gourmand	Title Mao	441
Ku Hou	Character	257
Air Raid Sword	Technique: Veigue	065
Soul of the Sky God	Amulet	428
Sky Break Azure Gathering Soaring Flash		100
Sky Break Falling Lotus Flash	Secret Art: Titrei	100
Cool	FC Special Effects	052
Cool Down	System	031、046
Cool Luster	Amulet	429
Quartz Wolf	Enemies	394
Gugra	Character	164
Gubā Akuti	Enemies	388
Guraizuburā	Enemies	400
Gravity Prison	Enemy-only Artes	409
Cluster Raid	Special Technique · Hilda	108
Grasba	Cooking Recipes	439
Gradius	Weapons · Veigue	412
Grandiel	Armor · Veigue	413
Grand Scepter	Weapon Annie	418
Grand Dasher	Special Technique · Hilda	108
Granpasc	Enemies	386
Greezal	Weapon Annie	418
Gleam Anim	Enemies	404
Cream Soup	Cooking Recipes	437
Cream Rice Porridge	Cooking Recipes	437
Crystal Cloak	Armor · Annie	419
Crystal Jacket	Armor: Mao	415
Crystal Robe	Armor: Hilda	423
Chris Place	Armor: Titreya	421
Grittle	Enemies	399
Grün Liquid	Items	431
Grünhilde	Town	344
Gloom Reptile	Enemies	394
Clare	Character	018
Clare	Character Designs	454
Craig Todd	Enemies	390
Greyfar	Enemies	401
Claymore	Weapon Veigue	412
Grade	→GRADE	125
Grade Shop	System	446
Great Sword	Weapon Veigue	412
Grave-mi	Items · Medicine	430
Greg Ant	Enemies	384
Consecuti	Secret Art: Titrei	099
Consecutive Azure Soaring Skirt	Secret Art: Titrei	100
Consecutive Lotus Skill	Secret Art: Titrei	100
Crimson Soaring Heavens	Secret Mystic Arte	115
Heavenly Kick	Secret Art: Titorey	098
Growin	Weapon: Hilda	422
Crowmer	Enemies	399
Kronel	Enemies	407
Cross Winger	Enemy-only Artes	409
Kwanjaru	Weapon Mao	414
Gungnir	Weapon · Eugene	416
Experience Points	→EXP	029
Inheritance	System	043、117
Morphological Change	System	117
Geytiflow	Enemies	384
Gáe Bolg	Weapon · Eugene	416
Gairyuion	Weapon Annie	418
Gale Slash	Secret Art: Mao	072
Gale Powder	Items	431
Gale Wrist	Amulet	428

Glossary

Gaiter	Enemies	385
Game Over	System	028
Georgias	Enemies	394
Georgias	Character Designs	464
Georgius (Complete Form)	Enemy	408
激	Tree-Equipped Wall	097
Geki Shunsatsuren	Arts · Titrei	097
Hut Along Kekket Highway	Town	138
Low-segment Attack	System	030
Gelbrickid	Items	431
Swordsman	Title · Veigue	440
Phantom Demon Slash	Technique: Veigue	064
Genma Shōreppa (Illusion Demon Beast)	Secret Art: Veigue	064
Phantom Demon Consecutive Fang Technique	Technique: Veigue	063
Phantom Power Slash	Technique: Veigue	061
Love Cupid	Title: Veigue	440
Attack Power	System	027、047
Factory Manager	Character	155
pot body	System	031、047
Stiffness	System	055
Giga Blast Swift Spear Charge	Secret Art: Eugene	081
Giga Blast Whirlwind Fang	Secret Art: Eugene	080
Explosive Roar Heavenly Soaring Strike	Technique: Veigue	082
Thunderbreaking Spear	Magic Technique: Eugene	078
Completion Rate	System	026
Göretsu Zankūkyaku	Secret Art: Titrei	099
Goretsu Sōshō Sen	Secret Art: Titrei	099
Goretsu Ha	Arts · Titrei	096
轟撃 Renge Bullet	Secret Art: Titrei	099
Koko	Enemies	383
Gorgeous Salad	Cooking Recipes	439
Gorgeous Dress	Valuables	435
Gorgeous Lady	Title · Agarde	443
Gold Cloak	Armor: Annie	419
Gold Jacket	Armor: Mao	415
Gold Robe	Armor: Hilda	423
Tiger Fang Break Slash	Technique: Veigue	065
Ancient Map	Valuables	434
Rich Grasp	Cooking Recipes	439
Rich Risotto	Cooking Recipes	437
Hearty Meatloaf	Cooking Recipes	438
A Woman Who Knows Solitude	Title · Hilda	443
Amulet	System	027
Arcane Circle	System	033
Collector's Compendium	Valuables	434
Timid	Title · Annie	442
Compass	System	025
Combo	System	054

Sa-gyo (S-row)

Sighlog Manor	Dungeon	293、374
Size	Weapon · Eugene	416
Saiti	Weapon · Titre	420
Thousand Braver Secret Art		113
Operation	System	038
Sake Lover	Title · Hilda	443
Refreshing Fruits	Cooking Recipes	438
Sappari Borscht	Cooking Recipes	438
Sunny Town	Town	166
Sunny Hat	Amulet	429
Sunny Rain	Armor · Annie	419
Zavey	Character	018
Zabii	Character Designs	464
Sapphiro	Armor · Eugene	417
Supply	FC Special Effect	052
Saffron	Items	431
Support	FC Special Effect	052
Sarasba	Cooking Recipes	439
Abducted daughter	Title · Claire	443
Saltipenguin	Enemies	397
Sare	Enemy 393, 403, 408	
Sare	Character 022	
Sare	Character Designs	458
Sare (Mud Doll)	Enemies	391
Add 3 Attributes	System	117
Thunder Spear	Arts/Skill: Hilda	106
Sandwich	Cooking Recipes	437
New Forging Stone	Items	431
Secret Factor System		041、126
Seafood Pizza	Cooking Recipes	439
Seericoat	Armor: Hilda	423
Shield Emerald	Gem	424
Shield Onyx	Gem	424
Shield Sapphire	Gem	424
Shield Diamond	Gem	424
Shield Topaz	Gem	424
Shield Pearl	Gem	424
Shade Moon · Rebellion	Enemy-Only Spell/Skill	409
Sheive	FC Special Effect	052
Shave Regen	Special Skill: Annie	090
Jestrosis	Weapon Annie	418
Four Stars	Organization	022
Seven-Star Formation Discovery	Title · Annie	442
Seven-Star Formation Discovery	Title · Veigue	440
Seven-Star Formation Discovery	Title · Titrei	442
Seven-Star Formation Discovery	Title: Hilda	443
Seven-Star Formation Discovery	Title · Mao	441
Seven-Star Formation Discovery	Title · Eugene	441
Swift Aerial Wave	Arts/Skill: Titre	096
Jiburutto	Weapons · Mao	414
Giber	Character	211
Shining Ope	Talisman	429
Shining Card	Weapons · Hilda	422
Shining Ray	Arts/Skill: Hilda	107
Shining Rod	Weapon · Annie	418
Xiaorun	Enemy	401、407
Xiaorun	System	025
Xiaorun	Character Designs	463
Xiaorun	Vehicle	025
Potato	Item Ingredients	432
Jaga Oden	Cooking Recipes	439
Crisp salmon salad	Cooking Recipes	438
Weakness	System	031、047
Jaguna	Weapon Mao	414
Shake	Item Ingredients	433
Justin	Armor Titre	421
Shamisen	Weapon Annie	418
Gianni	Character	283
Jump attack	System	030
Mokuō Mountain	Dungeon	322
Meeting Hall	Facilities	135
Free Girl	Title · Annie	442
Free Boy	Title · Mao	441
Free Youth	Title · Veigue	440
Free Middle Age	Title · Eugene	441
Shoot	FC Special Effect	052
Free Sister	Title Hilda	443
18 Skewers of Karaage	Cooking Recipes	437
Free Guy	Title · Titrei	442
Prison Key	Valuables	435
Proficiency	System	041、126
Steife Brise	Enemy-Exclusive Skill	409
Spellcaster	Title Hilda	443
Magic User	Title · Mao	441
Magic User	Title Agate	443
Art Training Stone	Items	431
Arts/Techniques	System	032
Capital Valca	→ Valca	202
Jupho Flash	Arts/Skill: Titre	097
Shunsatsu Gō Shōgeki	Secret Art: Eugene	081
Instant 閃, Rapid Dash	Secret Art: Eugene	081
Instant Killing Skyward Strike	Secret Art: Eugene	082
Swift Spear	Skill: Eugene	078
Honest/simple-hearted girl	Title · Claire	443
Shunren Deer	Technique: Veigue	060
Aspiring Female Doctor	Title · Annie	442
Steam locomotive	Facility	203
Title	System	027
Chovusuri	Weapon · Eugene	416
Status Abnormality	System	031
High attack	System	030
Soha Rekkōsen	Secret Mystic Arte	113
Breakthrough Consecutive Fang Technique	Technique: Veigue	063
EP Cost	System	043
Shōrenkyaku	Arts/Skill: Titre	096
Queen	Title Agate	443
Initial Awakening Rate	System	116
Ingredients	System	027、127
Food Ingredient Procurement Facility		041、127
Armor of the First King of Kanegla	Valuables	435
Jiruba	Enemies	403、408
Jiruba	Character	020
Jiruba	Character Designs	456
Silver Armor	Armor · Veigue	413
Silver Arms	Weapon · Titre	420
Silver Card	Weapons · Hilda	422
Silver Gauntlet	Amulet	429
Silver Cloak	Armor · Annie	419
Silver Jacket	Armor · Mao	415
Silver Tonfa	Weapon Mao	414
Silver Plate	Armor Titre	421
Silver Mail	Armor · Eugene	417
Silver Robe	Armor: Hilda	423
Jirhill	Enemies	397
Shinara Neo	Enemies	397
Singarta	Weapon · Titre	420
Formation Arts	System	033
True Chef	Title · Titrei	442
Thunderous Roar Impact	Secret Art: Eugene	082
Jinrai Shunjin Satsu	Secret Art: Eugene	082
Swift Skyward Strike	Secret Art: Eugene	082
Sweet Borscht	Cooking Recipes	438
天	System	031
Sway	FC Special Effect	052
Suzie	Character	167、283
Susu	Enemy	401
Süchī	Enemies	394

soup spa Cooking Recipes 438
Souls Town 134
Sools Milk-Branded Milk Can Precious Item 435
Scarby Enemies 384
Scarab Character 283
Screen Chat System 025
Scale Armor Armor - Veigue 413
Scale Plate Armor: Titreya 421
Scale Mail Armor · Eugene 417
Skeritch Enemy 405
Score-b Enemy 395
Scorpion Weapon · Eugene 416
Suzu Weapon · Titre 420
Star Armor Armor - Veigue 413
Star Card Weapons · Hilda 422
Star Plate Armor Titre 421
Star Mail Armor · Eugene 417
Stun FC Special Effects 052
Stanlegen Mystic Arte: Annie 091
Steel Armor Armor: Veigue 413
Steel Arms Weapon: Titreya 420
Steel Tonfa Weapon: Mao 414
Steel Plate Armor Titre 421
Steel Mail Armor · Eugene 417
Suppaponchi Cooking Recipes 437
Stiafalk Enemies 406
Steve Character 225、321
Status System 027
Step Boots Amulet 429
Stelcove Enemies 398
Stone Break Arts/Skill: Hilda 106
Strong Meat Cooking Recipes 438
Spiker Weapon Mao 414
Spa Pizza Cooking Recipes 439
Spear Weapons · Eugene 416 Yiyou Scripture
Spear Soldier Enemy 392
Spear Knight Enemies 392
Spirit Cloak Armor - Annie 419
Spirit Jacket Armor · Mao 415
Spirit Robe Armor · Hilda 423
Splasher Arts/Techniques · Hilda 106
Spread Blue Enemy-only artes 409
Spectrum Field Enemy-only artes 409
Special FC Special Effect 052
Special Pizza Cooking recipe 439
Spell Aim Armor Hilda 423
Smash Points System 035、124
Swarmic Enemy 387
Swap Rio Enemies 401
Sanctuary fire stand Town 246
Sacred Weapons · Hilda 422
Altar Facilities 243
Steel Mill Facilities 155
Steel Mill Dungeon 158
Steelworks Employee Title · Titrei 442
Sail Thief Enemies 385
Awakening Ore Items 431
Seirosta Weapon Hilda 422
Sage Items 431
Save System 026
World Astonishing Discovery Title · Annie 442
World Astonishing Discovery Title · Veigue 440
World Astonishing Discovery Title Titre 442
World Gaze Mysterious Discovery Title Hilda 443
World's Astonishing Mysterious Discoveries 441
World's Astonishing Mysterious Discoveries 441
Coal Valuables 434
Zekku-sho-reppa Secret Technique: Veigue 063
Absolute Sky Dragon Shadow Slash Secret Technique: Veigue 064
Absolute Sky Rending Ice Strike Secret Technique: Veigue 062
Zetsu • Shun eijin (Absolute · Instant Shadow Swift) 061
Zesshō-shin (Absolute Soaring Mind) Technique · Veigue 060
Yan Ice Blade [Skill · Veigue 060
Frostmist Armor [Skill · Veigue 061
Scepter Weapon Annie 418
Severati Overlord Enemy-Only Skill 409
Savory Items 431
Semi-Auto System 030
Celsius Caliber Mystic Arte 114
Serena Character 155
Fountain of the Zeren Marsh Yifon Temple 236
Flashlight Street Technique: Veigue 065
The Soul of Flash Amulet 428
Potential Ability System 043、116
Number of Potential Abilities System 116
Potential Ability Changes System 117
Tactics System 039
High Soaring Flash Arts/Skill: Titre 097
Advancing guard System 030
Advance Defense Cancel System 055
Sencha Gure Armor · Mao 415
Unable to fight System 031
Battle Menu System 030
Battle Rank System 128
Whirlwind Spear Magic Technique: Eugene 078
Senrumar Enemies 395
Azure Moonstone Valuables 434
Recommending Break Fall Secret Art: Titrei 100
Sōha Rentenkaku Secret Art: Titrei 099
Soul Card Weapon Hilda 422
Soul Scepter Weapon Annie 418
Soul Play Enemy-only Artes 409
Sword Soldier Enemies 393
Sword Knight Enemies 393
Attribute System 031
Sorchifendi Weapons · Veigue 412
Soledia Armor Titre 421

Ta-row (T-row)

Dark Powder Items 431
Dark Bottle Items 431
Dark List Amulet 428
Target System 029
Daarter Enemies 389
Tai Item Ingredients 433
Gymnasium Facility 147
Diet Salad Cooking Recipes 438
Daikon Item Ingredients 432
Patience System 031、047
Formation System 039
Party Formation Effect System 039、122
Treasure Chest System 025
Octopus Item Ingredients 433
Dashtaro Armor: Veigue 413
Ostrich Egg Precious Item 435
Dash System 030
Dash Boots Amulet 429
Deserter Title Mao 441
Dana Character 195
Tanin Carbonara Cooking Recipes 438
Dabfangar Enemies 406
Double Trick Amulet 429
Egg Item Ingredients 433
Egg Burger Cooking Recipes 437
Onion Item Ingredients 432
Tama potato salad Cooking Recipes 439
Damage FC Special Effect 052
Refining Stone Items 431
Tarot Card Valuables 434
Dandy Title · Eugene 441
Cheese Items · Ingredients 433
Cheeseburger Cooking Recipes 437
Cheirobar Weapons · Mao 414
Chain Armor Armor - Veigue 413
Chain Plate Armor - Titre 421
Chain Mail Armor Eugene 417
Orb of Wisdom Valuables 434
Cello Valuables 435
Cellist Title · Hilda 443
Chenkunche Weapon · Titre 420
Orb of Power Valuables 434
Chicken Item Ingredients 432
Chicken Soup Cooking Recipes 437
Ticket System 027、127
Earth Black Diamond Valuables 434
Charge Vint Technique • Annie 089
Charge Emerald Gem 425
Charge Onyx Gem 425
Charge Sapphire Gem 425
Charge Diamond Gem 425
Charge Topaz Gem 425
Charge Pearl Gem 425
Chalmir Armor - Annie 419
Abstract Painting Valuables 435
Loyal Retainer Title · Eugene 441
Interrupt System 026
Mid attack System 030
Requiem pill Valuables 434
Zweisel (ツヴェイセル) Weapon Titre 420
Pass Valuables 434
Normal attack System 030
Regular map System 025
The Created One Title • Mao 441
Tuna salad Cooking Recipes 439
Diabolic Weapon Eugene 416
Diamantics Armor - Veigue 413
Scheduled ship System 025
Dikeiver Enemies 405
Disaster Roar Secret Art: Mao 073
Discovery System 025
Distortion Orb Amulet 429
Distrange Weapon · Titre 420
Disberate Armor Titre 421
Titorei (Rampage) Enemies 387
Titorei Enemies 402
Titrei Character 014

Glossary

Titrei	Settings	452
Tittray (Mud Doll)	Enemies	408
Divine Saber	Secret Art Hilda	109
Difart	Enemy	406
Tifaret	Weapon · Annie	418
Defender	Weapon · Veigue	412
Dimeter	Armor Hilda	423
Dimensional Material — Enemy-Only Art/Skill		409
Dimensional Material — Secret Mystic Art		115
Delay Check	Amulet	428
Dexterity Orb	Amulet	429
Technical Smash	System	029、124
Demium	Cooking Recipes	437
Dual the Sun	Secret Mystic Arte	114
Deonix	Weapon Annie	418
Duroc	Enemies	384
Derivall	Enemies	404
Delist	Enemies	406
Hut along the Teraa Road — Town		170
Delkelty	Weapons · Hilda	422
Deltrooy	Weapon · Eugene	416
Tent	Facilities	181
Temblar	Enemies	404
Heavenly Thunder Spear	Magic Technique: Eugene	079
Frost Fang Shattering Breath	Secret Technique: Veigue	062
Frozen Fang Shadowless Sword	Secret Technique: Veigue	063
Frozen Fang Dragon Shadow	Secret Technique: Veigue	062
Item	System	027
Freeze	System	031
Guidance Arts	System	033
Flee	System	030
Thieves' Guild	Enemies	397
Thieves' Guild Leader	Enemies	397
tofu	Item Ingredients	433
Tofu Hamburger	Cooking Recipes	438
トーマ	Enemy 383, 393, 401	403、408
トーマ	Character	022
トーマ	Character Designs	458
Thoma (Mud Doll)	Enemies	391
Special Skills	System	033
Special Inheritance	System	117
Special Effects	System	037、052
Climbing Cave	Dungeon	188
Library Loan Card Valuables		434
Toppo	Character	315
Donel	Enemies	391
Doval	Character	243、315
Tomato	Items · Ingredients	432
Tomato Burger	Cooking Recipes	437
Hut on the Toyohous River	Town	164
Trident	Weapon · Eugene	416
Tri-Event	Enemies	395
Dorastil	Enemies	397
Drag Leben	→D. Leben	089
Traveler	Title · Annie	442
Traveler	Title - Veigue	440
Traveler	Title Titre	442
Traveler	Title: Hilda	443
Traveler	Title Mao	441
Traveler	Title · Eugene	441
Dream Clear	Title · Annie	442
Dream Clear	Title - Veigue	440
Dream Clear	Title Titre	442
Dream Clear	Title · Hilda	443
Dream Clear	Title · Mao	441
Dream Clear	Title · Eugene	441
Torineke	Enemy	389
Drift Wave	Enemy-only Artes	409
Tolido Ivy	Enemies	404
Dollhog	Enemies	388
Dolump	Character	138、215
Dornb	Enemies	384
Dolump (Berserk)	Enemies	398
Drain	FC Special Effect	052
Treasure Hunter	Title · Annie	442
Treasure Hunter	Title - Veigue	440
Treasure Hunter	Title Titre	442
Treasure Hunter	Title · Hilda	443
Treasure Hunter	Title · Mao	441
Treasure Hunter	Title · Eugene	441
Melting Omelette Rice	Cooking Recipes	437
Sluggish	System	031

Na-row

Nice Waiter	Title - Veigue	440
Nice Waiter	Title: Tittray	442
Nice Waiter	Title: Mao	441
Nice Waiter	Title: Eugene	441
Nice Waitress	Title: Annie	442
Nice Waitress	Title · Hilda	443
Nyla	Character	295
Naila's Letter	Valuables	435
Nakako Ore	Valuables	435
Mysterious woman	Title: Agate	443
Mystery Mansion	→ Saiglog Mansion 293, 374	
Natal	Weapon: Mao	414
Nash Build	Armor Titre	421
Navigation Map System		025
Neapolitan (Napolitan)	Cooking Recipes	438
Nigshade	Enemies	391
Mermaid statue	Facilities	263
Carrot	Item Ingredients	432
Nature Emerald	Gem	425
Nature Onyx	Gem	425
Nature Sapphire Gem		425
Nature Diamond Gem		425
Nature Topaz Gem		425
Nature Pearl Gem		425
Nate Scorp	Enemies	395
Neat Stange	Weapons · Veigue	412
Negative Gate	Secret Technique Mao	072
Nego-mo	Enemies	397
Heat Poison	System	031
Tower of Neleg	Dungeon	266
Hut near Nereg Tower Town		264
Ability reduction	System	031
Noct Falco	Enemies	397
Norzen	Town	262

Ha-row (H-row)

Burst	FC Special Effect	052
Burst Bottle	Item ·	430
Burst Regen	Secret Art · Annie	090
Party Level	System	048
Party Longy	Weapon · Titre	420
Half	Title Hilda	443
Harmas	Enemies	401
Burn Strike	Technique · Mao	070
Vital Burner	Armor · Mao	415
High Mountain Thief — Enemy		387
Heindelta	Weapon Hilda	422
Hauborn	Enemies	395
Bawmy	Enemies	404
Howlave	Enemies	406
Baurustang	Armor: Titreya	421
Paella	Cooking Recipes	439
Paella	Cooking Recipes	439
Paella	Cooking Recipes	439
Paella	Cooking Recipes	439
Vagnau	Weapon · Titre	420
Museum	Facilities	203
Bashy Flower	Enemies	383
Carriage	System	025
Basta	Item Ingredients	432
Buster Sword	Weapons · Veigue	412
Butter	Items · Ingredients	433
Huck	Character	211、243
Hack Armor	Enemies	404
Backstep	System	030
Startup	System	055
Badereel (Badereel)	Weapons · Veigue	412
Battle Book	Valuables	434
Battle Book	System	026
Battle Master	Title - Annie	442
Battle Master	Title - Veigue	440
Battle Master	Title · Titrei	442
Battle Master	Title - Hilda	443
Battle Master	Title - Mao	441
Battle Master	Title · Eugene	441
Banashia Bottle	Items · Medicine	430
Banana	Items · Ingredients	433
Flower Shop Girl	Character	235
Honey Curry	Cooking Recipes	437
Bunny Hunter	Title · Annie	442
Bunny Hunter	Title - Veigue	440
Bunny Hunter	Title · Titrei	442
Bunny Hunter	Title: Hilda	443
Bunny Hunter	Title: Mao	441
Bunny Hunter	Title · Eugene	441
Panic Check	Amulet	428
Punishment	Enemy-Only Techniques	409
Punish Rune	Enemy	390
Babylograd	Town	194
Babylograd Port	Town	198
Buffadam	Weapon Mao	414
Baraskles	Enemies	387
Parameters	System	027
Paraly Check	Amulet	428
Baloo	Enemies	395
Varka	Town	202
Balka Port	Town	200
Varka Detention Camp	Town	214
Varka Underground Passage		210
Halstatt	Weapon - Veigue	412

Valsunk	Weapons • Veigue	412
Valty	Enemies	404
Baldifelt	Armor - Veigue	413
Valve Edge	Enemies	399
Halberd	Weapon · Eugene	416
Barma Defend	Armor: Mao	415
Harmonia	Armor • Hilda	423
Power Craft	Arts/Tech: Annie	088
Banglue	Enemy	400
Half reduction	System	031、047
Bansheel	Enemy	399
Bread Soup	Cooking Recipes	437
Band Fang	Enemies	394
Hamburger	Cooking Recipes	437
Hamburger	Cooking Recipes	438
Heath Insect	Enemies	395
Peach Gummy	Items · Medicine	430
Beef	Items • Ingredients	432
Heal	FC Special Effect	052
Heal Emerald	Gem	424
Heal Onyx	Gem	424
Heal Sapphire	Gem	424
Heal Diamond	Gem	424
Heal Topaz	Gem	424
Heal Pearl	Gem	424
Heal Regen	Special Skill: Annie	091
Secret Mystic Arte	System	112
Hiō Gōshōga	Secret Art: Titrei	099
Light Amethyst	Valuables	434
Viglaton	Armor: Mao	415
Vishua	Weapon Mao	414
Bismarck	Cooking Recipes	439
Hit Count	→Number of Hits	029
Hit Points	→HP	027
SP Required	System	035
Bidusa	Enemies	399
Ruby of Fire	Valuables	434
Pipista	Town	242
Pipista specialty hemp textile (valuables)		435
Hiuma Flag	Valuables	434
Hyberion	Weapon · Eugene	416
Soul of the Ice Demon	Amulet	428
Critic	Title · Annie	442
Piyohan Emerald	Gem	425
Piyohan Onyx	Gem	425
Piyohan Sapphire	Gem	425
Piyohan Diamond	Gem	425
Piyohan Turbos	Gem	425
Piyohanbāru	Gem	425
Hilda	Enemies	388
Hilda	Character	016
Hilda	Character Designs	453
Hilda (Phantom)	Enemies	402
Hilda (Mud Doll)	Enemies	408
Hilda (Rampage)	Enemies	388
Flying Combo Thunder Crash Slam	Secret Art: Titrei	098
Hiren Zankukakyaku	Secret Art: Titrei	098
Hirenzan Kankei	Secret Art: Titrei	098
Pyroxeme	Armor · Eugene	417
Farost	Enemies	405
Fazellner	Weapons · Hilda	422
Fidelity Testament enemy-only skill		409
Finacross	Armor • Hilda	423
Foul Feather	Armor • Hilda	423
Fast	FC Special Effects	052
Fast Regen	Secret Skill: Annie	091
Fam	Character	257
Falstveln	Weapon: Veigue	412
Fierful Storm	Secret Skill: Mao	073
Feat Emerald	Gems	424
Feat Onyx	Gem	424
Feat Sapphire	Gem	424
Feat Diamond	Gem	424 Brandysh
Feat Topaz	Gem	424
Feat Pearl	Gem	424
Fiotras	Enemies	386
Physical	FC Special Effect	052
Fizkeino (Fizkeino)	Enemies	389
Fiz Shield	Enemies	398
Wind God Sword	Technique: Veigue	065
Wind God's Soul	Amulet	428
Fousganb	Armor Eugene	417
Fey Staff	Weapon • Annie	418
Ferostel	Armor • Mao	415
Feather Cloak	Armor - Annie	419
Feather Jacket	Armor · Mao	415
Fenier	Concept art	462
Fenia's Sanctuary	Dungeon	248
Fogma	Character	235
Foribel	Enemies	400
Fols Emerald	Gem	424
Forse Onyx	Gem	424
Fole Cube (Arts/Skills) System		036、052
Fole Cube (Map) System		025
Fole Gauge	System	033
Force Sapphire	Gem	424
Force Diamond	Gem	424
Forest Topaz	Gem	424
Force Pearl	Gem	424
Foles Flame	→F. Flame	071
Forti Armor	Armor · Veigue	413
Forti Arms	Weapon · Titre	420
Forte Card	Weapons · Hilda	422
Forti Cloak	Armor - Annie	419
Forti Jacket	Armor · Mao	415
Forti Staff	Weapon · Annie	418
Fortis Spear	Weapon Eugene	416
Forti Sword	Weapon · Veigue	412
Fortitonfa	Weapon · Mao	414
Forti Plate	Armor Titre	421
Forti Mail	Armor Eugene	417
Forti Robe	Armor · Hilda	423
Weapons	System	027
Bush Baby Statue Valuables		435
Boat Platter	Cooking Recipes	439
Byu Eye	Enemies	399
Bravas	Armor - Veigue	413
Brightest Gate	Enemy-exclusive Artes	409
Brightest Gate	Secret Mystic Arte	115
Furairābu	Enemies	406
Prao Liquid	Items	431
Brakiropper	Enemies	400
Blast	FC Special Effect	052
Blast Regen	Special Skill: Annie	090
Platinum Armor	Armor - Veigue	413
Platinum Tonfa	Weapon Mao	414
Platinum Plate	Armor Titre	421
Platinum Mail	Armor Eugene	417
Flash Tear	Special Technique - Hilda	108
Flash Regen	Special Skill: Annie	091
Bloody Cross	Artes · Mao	071
Flamberge	Weapons • Veigue	412
Bran Owl	Enemies	386
Blancarge	Weapon Mao	414
Franz	Character	181、257
	Weapon Titre	420
Free Ship	System	025
Freeze Check	Amulet	428
Freeze Lancer	Special Technique - Hilda	108
Brigatorygi	Weapon · Eugene	416
Frigid Coffin	Special Technique - Hilda	109
Prism Stars	Enemy-Exclusive Technique	409
Prism Stars	Hidden Ultimate Art	115
Prism Cloak	Armor - Annie	419
Prism Jacket	Armor: Mao	415
Prism Robe	Armor: Hilda	423
Prince of Wales Cooking Recipe		439
Blue Earth	Secret Mystic Arte	115
Fluoenbrion	Enemies	405
Blues Harp	Weapons · Hilda	422
Fruit Cheese	Cooking Recipes	438
Fruit Chi Cheese	Cooking Recipes	438
Fruit Punch	Cooking Recipes	437
Fruit yogurt	Cooking Recipes	437
Fleurie (Fleurie)	Weapon Eugene	416
Flare Shot	Artes · Mao	070
Flare Powder	Items	431
Flare Wrist	Amulet	428
Break	FC Special Effect	052
Break Emerald	Gem	425
Break Onyx	Gem	425
Break Sapphire	Gem	425
Break Diamond	Gem	425
Break Topaz	Gem	425
Break Pearl	Gem	425
Break Regen	Special Skill: Annie	091
Blazing Hearts	Secret Art: Mao	072
Blaze Boar	Enemies	383
Freytaniel	Armor · Eugene	417
Blade Soldier	Enemies	393
Blade Knight	Enemies	393
Flame Wall	Enemy-only Artes	409
Flame Enchant → F. Enchant		071
Bureshichi	Cooking Recipes	438
Bread	Item Ingredients	432
Bredit	Weapon · Eugene	416
Plebandi	Armor - Annie	419
Blow	FC Special Effect	052
Frozed Claw	Enemy	383
Float	FC Special Effect	052
Broadsword	Weapon - Veigue	412
Frolic	Enemies	400
Frost Flone	Enemies	384
Block	FC Special Effect	052
Protect Emerald gem		424
Protect Onyx	Gem	424
Protect Sapphire gem		424
Protect Diamond gem		424
Protect Topaz gem		424

Glossary

Protect Pearl	Gem	424
Protect Refiner talisman		429
Bronze Armor	Armor - Veigue	413
Bronze Mail	Armor · Eugene	417
Vail Drag	Weapons · Veigue	412
Pain Regen	Special Skill: Annie	090
Veil Eel	Armor - Annie	419
Tower of the Beo Plains	→ Temple of Wontiga	274
Betonajanka	Town	154
Venerion	Enemies	387
Belladge	Enemies	387
Heliant	Enemies	396
Peripherai	Enemy-only Artes	409
Belkie	Enemies	386
Velk Frog	Enemies	389
Belsas	Town	282
Belsas Port	Town	280
Bernadetta	Weapon Annie	418
Verbena	Items	431
Helen	Character	199
Poison Check	Amulet	428
Defense (Control)	System	030
Defense (Resistance)	System	031、047
Defense	System	027、047
Armor	System	027
Adventurer	Title · Annie	442
Adventurer	Title · Veigue	440
Adventurer	Title · Titrei	442
Adventurer	Title · Hilda	443
Adventurer	Title Mao	441
Adventurer	Title · Eugene	441
Rune Master	Title · Annie	442
Gem	System	027
Gem Synthesis	System	044
Crushing Rift Break	Secret Technique: Veigue	064
Crushing Dragon Shadowless	Secret Technique: Veigue	064
Pork	Items · Ingredients	432
Holy Card	Weapons · Hilda	422
Holy Staff	Weapon Annie	418
Holy Bottle	Items	431
Hold	FC Special Effect	052
Honto Horse	Enemies	389
Horn Rod	Weapon Annie	418
Bokunan Great Bridge	Town	254
Bogranar	Enemies	394
Proud traveler	Title: Agate	443
Potato Salad	Cooking Recipes	439
Child of Flame	Title Mao	441
Tower of Blaze	→ Temple of Fenia	248
Poplar	Character	225、321
Porude	Enemies	398
Borscht	Cooking Recipes	438
Voltiep	Enemies	396
Borurex	Armor Titre	421
Book Sommelier	Title: Annie	442
Book Sommelier	Title: Veigue	440
Book Sommelier	Title · Titrei	442
Book Sommelier	Title · Hilda	443
Book Sommelier	Title · Mao	441
Book Sommelier	Title · Eugene	441

M-row

Marble cheese	Cooking Recipes	438
Mapo Curry	Cooking Recipes	439
Marlon Ape	Enemies	403
Microphone	Weapon · Eugene	416
Mighty Emerald	Gem	425
Mighty Onyx	Gem	425
Mighty Sapphire	Gem	425
Mighty Diamond	Gem	425
Mighty Topaz	Gem	425
Mighty Pearl	Gem	425
Mind Emerald	Gem	424
Mind Onyx	Gem	424
Mind Geist	Technique · Annie	088
Mind Sapphire	Gem	424
Mind Diamond	Gem	424
Mind Topaz	Gem	424
Mind Bar	Gem	424
Mountain Thief	Enemies	387
Mao	Enemies	383
Mao	Character	008
Mao	Character Designs	449
Mao (Mud Puppet)	Enemies	407
Maximilian	Armor · Eugene	417
Maxwell Roar	Enemy-only Artes	409
Maxwell Roar	Secret Mystic Arte	115
Magnetic Gazer	Enemy-exclusive Artes	409
Tuna	Items · Ingredients	433
Magical Aroma	Items	431
Magical Pot	Valuables	434
Magical Pot	System	041、127
Majin Sword	Technique: Veigue	065
The Soul of the Demon God	Amulet	428
Mas Snap	Enemies	398
Muscle Emerald	Gem	424
Muscle Onyx	Gem	424
Muscle Sapphire	Gem	424
Muscle Diamond	Gem	424
Muscle Topaz	Gem	424
Muscle Pearl	Gem	424
Relaxed meat sauce	Cooking Recipes	438
Manib Doll	Enemies	396
Manual	System	030
Maneki-neko	Items	431
Paralysis	System	031
Maya	Character	235
Forest of Lost	Dungeon	150
Marinade	Cooking Recipes	439
Marcrioza	Armor · Mao	415
Marko	Character	135、321
Mellow Omelette Rice	Cooking Recipes	437
Mellow Sandwich	Cooking Recipes	437
Mellow Curry	Cooking Recipes	437
Misha	Characters	147,273,317
Meat sauce	Cooking Recipes	438
Meat Pizza	Cooking Recipes	439
Meatloaf	Cooking Recipe	438
Meal Plaza	Facility	283
Mr. Perfect Title - Veigue		440
Mr. Perfect Title - Tear (Titorei/Titrei)		442
Mr. Perfect Title - Mao		441
Mr. Perfect title · Eugene		441
Misty	FC Special Effect	052
Misty Emerald	Gem	425
Misty Onyx	Gem	425
Misty Cloak	Armor - Annie	419
Misty Sapphire	Gem	425
Misty Jacket	Armor · Mao	415
Misty Diamond	Gem	425
Misty Topaz	Gem	425
Misty Barl	Gem	425
Misty Robe	Armor: Hilda	423
Water Aquamarine	Valuables	434
Miss Perfect	Title · Annie	442
Miss Perfect	Title Hilda	443
Mithril Armor	Armor - Veigue	413
Mithril Arms	Weapon: Titrein	420
Mithril Tonfa	Weapon: Mao	414
Mithril Plate	Armor Titre	421
Mithril Mail	Armor · Eugene	417
Miso	Item Ingredients	433
Miso oden	Cooking Recipes	439
Miso Curry	Cooking Recipes	439
Miso Salad	Cooking Recipes	439
Mineral	Town	146
Minar Plains	Dungeon	144
Mira	Character	199
ミリッツァ	Enemies	391、403、408
ミリッツァ	Character	022
ミリッツァ	Design Sketch	459
Militza (1st battle)	Enemies	388
Militza (2nd Battle)	Enemies	388
Milk	Items · Ingredients	433
Milhaust	Enemies	402、403
Milhaust	Characters	021
Milhaust	Design Sketch	457
Moon Card	Weapons · Hilda	422
Moon Cloak	Armor - Annie	419
Moon Jacket	Armor · Mao	415
Moon Scepter	Weapon Annie	418
Moon Robe	Armor: Hilda	423
Muei Shou	Technique: Veigue	061
Invincible State	System	056
Mist-Ice Soar	Technique: Veigue	065
Purple Amethyst	Valuables	435
Village girl	Title · Claire	443
Great Detective	Title · Annie	442
Great Detective	Title - Veigue	440
Mystery Detective	Title Titre	442
The Awakened Queen	Title: Agate	443
Mesetchina Cave	Town	206
Mitigating Whirlwind Fang	Secret Art: Eugene	081
Mesh Cloak	Armor: Annie	419
Mesh Jacket	Armor: Mao	415
Gen Shoyu	Art/Technique Eugene	079
Medical Emerald	Gem	425
Medical Onyx	Gem	425
Medical Sapphire	Gem	425
Medical Diamond Gem		425
Medical Topaz	Gem	425
Medical Pearl	Gem	425
Menu	System	026
Mensoacrus	Armor - Veigue	413
Mental	FC Special Effect	052

Mental Emerald	Gem	425
Mental Onyx	Gem	425
Mental Sapphire	Gem	425
Mental Diamond	Gem	425
Mental Topaz	Gem	425
Mental Pearl	Gem	425
Soul of the Fierce Tiger	Amulet	428
Timber	Valuables	435
Mokrad Village	Town	294
Motsu Oden	Cooking Recipes	439
Former King's Shield	Title Hilda	443
Former Captain	Title · Eugene	441
Monica	Character	225
Morgator	Enemies	390
Morgenstern	Weapon Mao	414
Mortave	Enemies	396
Mold Plant	Enemies	385

Ya-row (Y row)

Town hall	Facilities	147
Vegetable Salad	Cooking Recipes	438
Kind old man	Title · Eugene	441
Innkeeper	Character	181
Yamato	Cooking Recipes	439
Dark Emerald	Valuables	434
Spear Warrior	Title · Eugene	441
Yan Tao	Weapon · Eugene	416
Eugene	Character	010
Eugene	Character Designs	450
Eugene (Mud Doll)	Enemies	407
Eugene (Berserk)	Enemies	394
Yushia	Enemies	384
Yushia	Character	138、215
Yusia (Rampage)	Enemies	398
Ulysses	Enemies	405
Ulysses	Character Designs	465
Yulis Eye	Enemies	406
Yuris' Domain - Lower Layer	Dungeon	346
Yuris' Domain Upper Layer	Dungeon	330
Yuris' Domain Middle Layer	Dungeon	336
Yuri's Brooch	Valuables	435
Yuwanyan	Weapon · Titre	420
Mercenary	Enemies	385
Good Leader	Title · Eugene	441
Yotza	Character	211

Ra-row

Larve Cradle	Enemies	407
Rice	Item Ingredients	432
Rise Elixir	→R Elixir	089
Raizom	Enemies	405
Lightning Robe	→L Robe	107
Light Powder	Items	431
Light List	Amulet	428
Life Emerald	Gem	424
Life Onyx	Gem	424
Life Sapphire	Gem	424
Life Diamond	Gem	424
Life Topaz	Gem	424
Life Pearl	Gem	424
Live Fract	Enemies	396
Life Bottle	Items · Medicine	430
Life Materia	Technique · Annie	089
Lime Gummy	Item Medicine	430
Line movement	System	030
Raufrai	Enemies	388
Raurou	Enemies	390
Lakia	Character	135、321
Lasagna	Cooking Recipes	438
Razilda	Town	228
Razilda Port	Town	226
Razsaur	Enemies	404
Lazlit	Armor · Eugene	417
Rush Gauge	System	031、046
Rush Burst	System	031、046
Lady Cabell	Enemies	396
Radras	Character	020
Radras	Character Designs	456
Ranaunce	Armor: Hilda	423
Raftingman	Title - Veigue	440
Lavender	Items	431
Ram Embrion	Enemies	405
Ram Soul	Enemies	402
Ralren Grand Bridge	Town	138
Rankarkas	Enemies	391
Lance Soldier	Enemies	393
Lance Knight	Enemies	393
Landgrease	Character Designs	463
Liidial	Armor · Mao	415
Reevin Pen	Enemies	401
Recover Emerald	Gem	425
Recover Onyx	Gem	425
Recover Sapphire	Gem	425
Recover Diamond	Gem	425
Recover Topaz	Gem	425
Recovery Pearl	Gem	425
Liqueur bottle	Items · Medicine	430
Rigridt	Enemies	389
Recorder	Weapons · Mao	414
Resort Risotto	Cooking Recipes	437
Risotto	Cooking Recipes	437
Ribgaro	Enemies	390
Ribgaro Horn	Valuables	435
Rift	Facilities	195
Rifrel	Armor · Hilda	423
Liber	FC Special Effect	052
Limited Sorcery → L. Sorcery		107
Dragon-Tiger Reduced Fang Slash	et Mystic Arte	113
Russell	Weapon · Eugene	416
Cooking	System	040
Loves Cooking	Title · Titrei	442
Master of Cooking	Title · Titrei	442
Lyrick Card	Weapons · Hilda	422
Lyric Scepter	Weapon Annie	418
Apple	Items · Ingredients	432
Rimbo Curry	Cooking Recipes	439
Lureb	Enemy	392
Rune Armor	Armor · Veigue	413
Rune Plate	Armor Titre	421
Rune Mail	Armor Eugene	417
Rupinas Mater	Enemy	396
Ray	Character	315
Levimark	Enemies	389
Leomor	Enemies	390
Regtite	Enemies	384
Leather Armor	Armor - Veigue	413
Leather Arms	Weapon · Titre	420
Leather Mail	Armor · Eugene	417
Resist Vile	Arts/Tech Annie	088
Resist Emerald	Gem	424
Resist Onyx	Gem	424
Resist Sapphire	Gem	424
Resist Diamond	Gem	424
Resist Topaz	Gem	424
Resist Pearl	Gem	424
Recipe	System	040
Lettuce	Items · Ingredients	432
Rending Charge Spear	Skill: Eugene	078
Retsu Sō Tenshō Geki	Secret Art Eugene	081
Rending Run Blast Array	Secret Art Eugene	081
Let	FC Special Effect	052
Rippa Shock	Technique: Veigue	060
Seifu Shunjin Satsu (Seifu Instant Swift Kill)	Secret Art: Eugene	080
Retsufuu Jinsohshou	Secret Art: Eugene	080
Retsufu Bakurai Jin (Rending Wind Explosion Formation)	Secret Art: Eugene	080
Reduce	FC Special Effect	052
Reduce Regen	Special Skill: Annie	090
Rebecca	Character	263
Level	System	027
Lemon	Item Ingredients	433
Ren・Kyomeidan	Arts/Techniques · Eugene	079
Forged Steel Body	Magic Technique: Eugene	079
Alchemy Arts	System	033
Renjan Shoken (Consecutive Sacred Fang Fist)	Technique: Veigue	063
Linked Dead Ability Shadow	Secret Technique: Veigue	063
Renjin Seihyō Geki	Secret Technique: Veigue	062
Combo attack	System	030
Lempaō Sky Garden	Town	292
Renmeduz	Enemies	402
Rosemary	Items	431
Roth Liquid	Items	431
Roneil	Enemies	394
Logarro	Enemies	386
Rock Scorpion	Enemies	389
Rock Barrage	Skill Hilda	106
Rod	Weapon Annie	418
Longinus	Weapon · Eugene	416

Wa-row (W-section)

Warp	Facilities	345
World Map	Valuables	434
World Map	System	025
Wide	FC Special Effect	052
Young man	Character	263
Waltu	Enemy 391, 403, 408	
Waltu	Character	022
Waltu	Character Designs	459
Wan Gin a	Character	257

Tales of Rebirth

Official Complete Guide

First edition published January 27, 2005

著 Publisher Q-BIST Co., Ltd. (Q-BIST)
URL：http://www.qbist.co.jp/
Sugano Rei / Sato Haruo / Katayama Takeshi / Kawamura Hideki/
Takano Yohei / Nagashima Kazuyoshi / Wakabayashi Toru / Funaki Yuk
Daigo Yuki

Proofreading · Verification Q-BIST Co., Ltd. (Q-BIST)
Konoike Shunsuke / Tanaka Yoshiki / Sato Masanori / Kimura Daiki

Text Design Q-BIST Co., Ltd. (Q-BIST)
Sato Osamu / Miyasa Rie / Tanimoto Kaoru / Iwakami Rie

Cover design: Q-BIST Co., Ltd. (Q-BIST)
Osamu Sato

Photography (Interview) Kodera Kei

Publisher Yoichi Haraguchi

Published Former Namco Co., Ltd.
T146-8655
2-1-21 Yaguchi, Ota-ku, Tokyo

Distributor Former Yamashita Bookstore Co., Ltd.
〒101-0051
Tsukamoto Building, 3-2-9 Kanda Jimbocho, Chiyoda-ku, Tokyo
TEL.03-5216-9986

Printed / Bookbinding: Tosho Printing Co., Ltd.

◖ The cover shows the list price.
Defective or incomplete copies will be replaced.
◖ Unauthorized copying or reproduction of the contents of this book is prohibited.
◖ Inquiries regarding this book are answered by e-mail or fax.
E-mail address: rebirth@qbist.co.jp
FAX：03-3238-9671
Please understand that we cannot respond to any inquiries regarding game co
ntent.

© Mutsumi Inomata ©2004 NAMCO LTD., ALL RIGHTS RESERVED.
ISBN4-902372-05-3
Printed in Japan

"" and "PlayStation" are registered trademarks of Sony Computer Enterta
inment Inc.

ISBN4-902372-05-3

C0076 ¥1700E

9784902372052

List price: Base price ¥1,700 + tax

Published Namco Co., Ltd.

Published by Yamashita Bookstore

1920076017001

Tales of Rebirth

Tales of Rebirth Official Complete Guide

Tales of Rebirth Official Complete Guide

© Inomata Mutsumi ©2004 NAMCO LTD. ALL RIGHTS RESERVED.